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NUMBER 51

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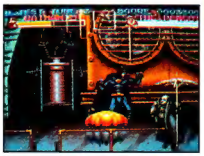
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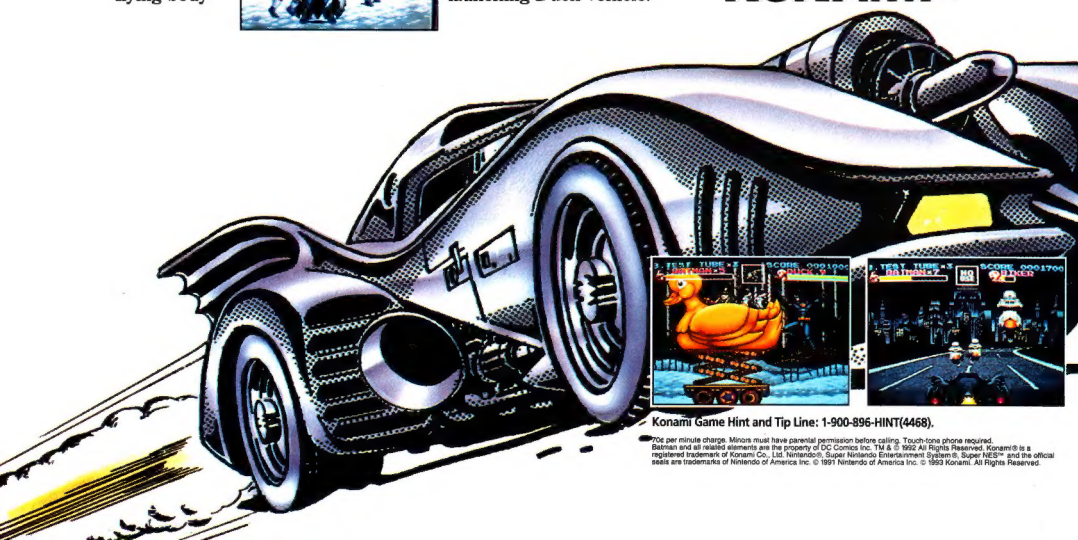
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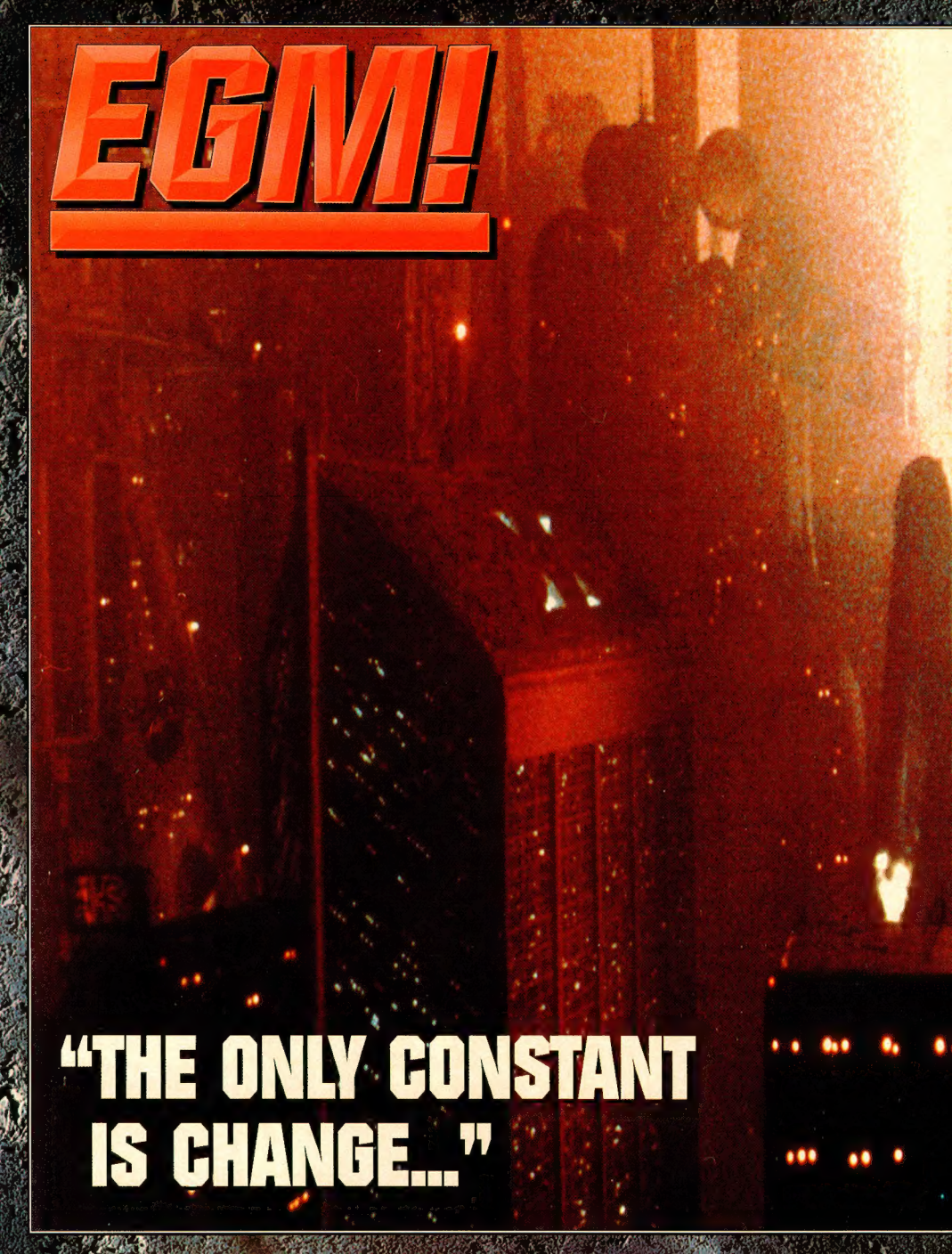


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EGM!

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INSERT COIN

NINTENDO POSTPONES INTRO OF NEW SYSTEM... AGAIN!

The president of Nintendo of Japan announced at the Shoshinkai Nintendo Show that they will be bringing out a new 64-Bit game machine. This system, he said, would be the ultimate video game console. And that it would. With specs like 100 MHz clock speed and HDTV compatibility, their 'Project Reality' would exceed anything ever dreamed possible. The best news would be the price tag...only about $250! After the ohhs and ahhs from the audience subsided (including myself), reality set in. I said to our people at the show, 'Wait a minute, this is just Nintendo talking again.' I seem to remember other past promises of theirs, such as a deal with Sony to create a new standard of CD-ROM entertainment (Play Station); a deal with Phillips which would link the Super NES with their CD-I system; a promise to make a CD-ROM drive that would hook up to the Super NES; and just a few months ago, I seem to recall Nintendo stating that their CD-ROM machine would be 32-Bit as the current 16-Bit CD machines were not capable of delivering true multimedia entertainment. That's a lot of promises, especially when none of them ever became reality.

Well Nintendo, there is an old expression about a boy crying wolf once too often. Especially when each one of your announcements just happens to coincide with a major competitor's product roll-out (3DO this time). Do you really expect people to believe your latest press release? Not only do you want players to wait until the end of 1995, but do you really think that you can shrink a $100,000 Silicon Graphics workstation down into a $250 Super-Ultra-Hyper NES? Perhaps you can pull this one off, but I for one don't believe it will see the light of day (like all of your other promised machines), and furthermore, I am not going to stand around waiting 2 1/2 years to see if you are right. With the Sega CD starting to come of age, the 3DO only days away from appearing in the stores, and even more fascinating virtual reality devices already in the prototype stages, why should I hang on to my Super NES and be content with Yoshi 6 and Super FX Tetris 5? Next year you'll probably announce a new 256-Bit $199 holodeck attachment anyway (to coincide with Sega's 32-Bit system press conference).

In other news, as you can see, EGM has just undergone a major update. Besides the typical background, graphics and logo changes you are seeing everywhere, EGM will be more interactive with the reader. That means more contests, information, news, and articles. All in the EGM style (which will get even bolder) that goes beyond just retyping press releases. Unfortunately we couldn't get it all in this issue, so stay tuned as next issue is looking even hotter!

Ed Semrad
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EGM!

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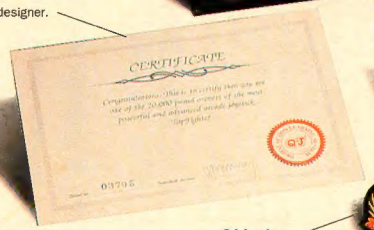


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What did you expect?

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LCD screen
Aids with programming and displays each move.

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Casing
6 pounds of solid steel - the most durable joystick around!



Real arcade fire buttons
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Action Programming buttons
Up to 6 different moves at one time!



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PROGRAMMABILITY

The games are only going to get tougher. You need a real fighter on your side. And now you have one. Introducing the limited edition Top Fighter by STD, the world's first fully programmable joystick for Super NES. Just program the tough power moves into one fire button and blow away the opposition. Imagine executing a Sumo Head Butt with the touch of a button. The bosses don't stand a chance!

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In the heat of battle, timing is crucial. And sometimes things don't work the way you want them to. The Top Fighter puts time on your side with REAL TIME. This hot, new feature allows you to program a move into memory with the exact sequence you want and the timing you need. You decide how and when to use your best skills to destroy the enemy.

The Top Fighter - the way to program power.

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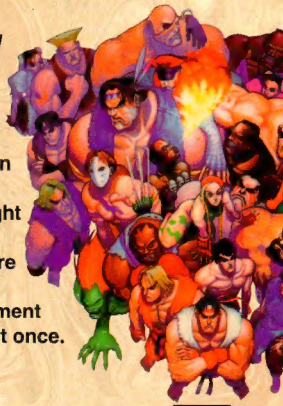
EGM!

OCTOBER / 1993 / VOLUME 6 / NUMBER 10 / ISSUE 51

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GET THE COMPLETE STORY ON SUPER STREET FIGHTER II!

People have been climbing the walls for the latest Street Fighter update. Their dreams have been answered, as this version goes way beyond the previous games. Boasting four new characters, choice of eight different colors per character, new scoring systems, and improved graphics, this is sure to be the hottest fighting game with sixteen characters and a possibility of the "Tournament Battle" where up to eight people can fight at once. Keep your eyes peeled for the real deal!





FANTASTIC 3DO CONTEST! BE ONE OF THE FIRST TO OWN THIS SYSTEM.

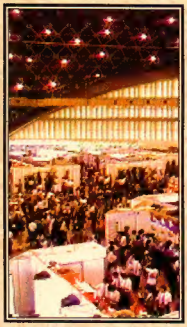
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EGM and Electronic Arts are giving our readers the chance to win one of the first 3DO game systems hot off the production line! This $700 system could be yours just by sending in your entry form today! You could also be the first to own some of EA's upcoming 3DO titles with this great contest!

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NEWS ON JAPAN'S JAMMA AND SHOSHINKAI SHOWS!

The EGM crew flew to the Land of the Rising Sun for an inside look at the latest games from Nintendo and their licensees at the Shoshinkai Show. Check out pix of Wolfenstein 3-D, Tecmo Super Bowl, and Joe & Mac 3! Then it was off to the JAMMA Show to preview upcoming arcade titles soon to hit Japan. Turn to our pages for the first look at hot titles like Daytona AM2, Looney Tunes, Fatal Fury Special, and Cyber Sled!



SUPER NINTENDO ENTERTAINMENT SYSTEM

YOSHI'S COOKIE™

Cookie Chaos for Mario and Yoshi!

Mario and Yoshi are filling in at the Cookie Factory, and the snacks are piling high!

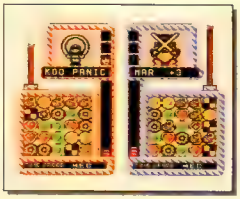
As fresh baked cookies roll out of the ovens, it's up to Mario to sort and stack 'em before they pile too high! Line up a row of the same kind of cookies either vertically or horizontally, and they vanish. Clear the screen to move on to a new level of munchie-madness! Yoshi appears from time to time to stir things up. Play for high score or go head-to-head against a friend or the computer. The mouth-watering madness doesn't let up!



It's a heapin' helpin' of cookie crunchin' fun!

Challenge a friend or the computer for more munchie-madness!

In the tradition of Tetris™ and Dr. Mario™, Yoshi's Cookie is a heaping helping of lip-smacking, snack-stacking cookie chaos!



- 100 stages, plus bonus rounds.
- 1 or 2 players, or play against the computer.
- Choose to be Mario, Yoshi, the Princess or Bowser.
- Extra puzzle game from the creator of Tetris.

It's a snack attack!

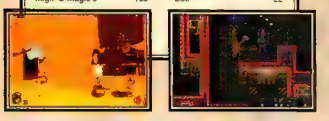
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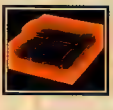
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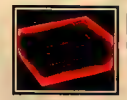
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SUPER NES TIMES

Dive into this month's EGM for the hottest info on the latest Super NES games: Ranma 1/2, Sky Blazer, Ardy Light Foot, World Heroes, Marvin Missions, Super Nova, Pac-Man 2, Legend, Might & Magic 3, and Lester the Unlikely.

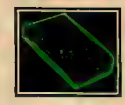
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NINTENDO FORCE

Command the Enterprise in Star Trek: TNG

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CLUB GAMEBOY

Portable dinosaur action in We're Back!

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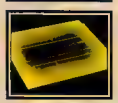


OUTPOST SEGA

Thrill to some hot Genesis titles like Mazin Saga, Aladdin, and RoboCop vs. the Terminator. If it's Sega CD entertainment you're thirsting for, try the intense polygon shooter Silpheed.

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TEAM DUO

Join the team with John Madden CD Duo Football!

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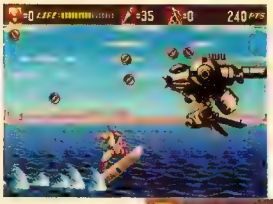


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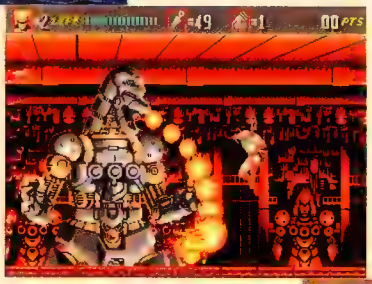
Take Desert Strike and Cool Spot with you!

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A MATCH MADE IN HELL
COMING IN NOVEMBER
Virgin
GAMES



MORE ACTION.

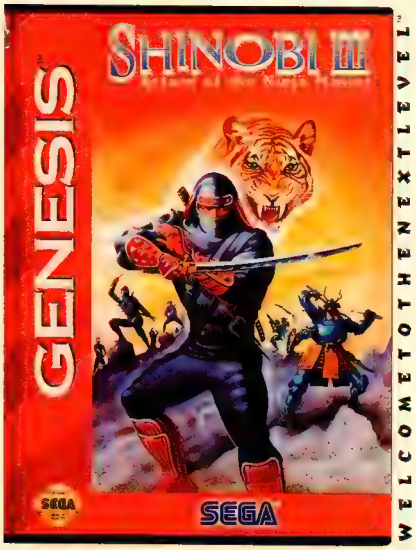


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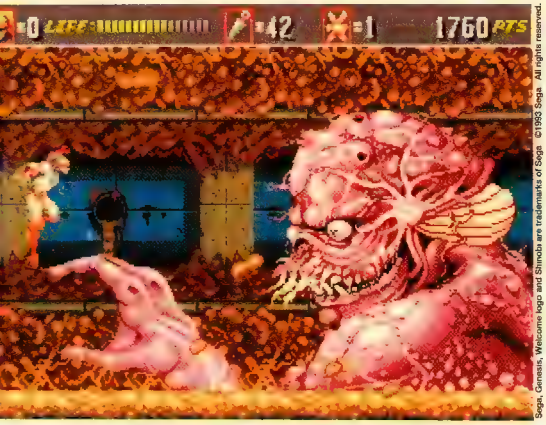


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MORE SHINOBI.™



MORE THUGS.



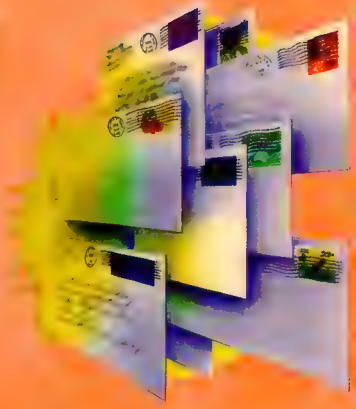
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INTERFACE
LETTERS TO THE EDITOR



This is the section where you can open up your mind and let the rest of electronic gaming know what you have to say! If we like what you write, we'll put it inside the pages of this magazine and try to spell your name right. If we don't like it, chances are we'll wad it up and hurl (the paper, not us). Remember that anything you write and send to us can be used in the mag whether you like it or not. Remember that you have the right to remain silent and that anything you say could be used against you in a court of law. If you understand these rights then write us at: Interface, Letters to the Editor, c/o Sendai Publishing Group, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148. And if you think we're going to answer every letter that comes to our mailbox then you must be nuts...



THE EXPOSED EDITORS

Hey guys, congratulations on a fantastic 50th issue. You guys have really come a long way since I started reading the mag back at issue 7. I really enjoyed the feature about the making of EGM. It gave me insight as to who makes EGM happen. I was lucky enough to attend the Summer CES. After seeing all the editors wandering about the show and then seeing their pictures in EGM, it helped to figure out just who you guys were. Anyway, congrats on number 50 and I can't wait to see how issue 100 will turn out!

Jordan Van Allen
Boulder, CO

(Ed. There have been many requests to have interviews with the editors of EGM and what better time than in our 50th issue. As to an issue 100, you bet! It's readers like you that help make EGM what it is. This issue marks another notch in our history with a total redesign of the mag. Whatever your opinion, drop us a line and let us know what you think.)

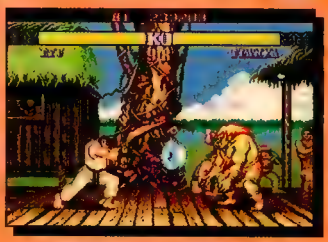
PORTABLE SF2?

I saw your great coverage on Street Fighter II for the PC Engine Duo. Since I don't own a Duo, I was wondering if I could play it on my TurboExpress. Although there aren't six buttons on the TurboExpress, there must be some way to play this game.

Kevin Bradley
Dallas, TX

I am 13 years old and am crazy about Street Fighter II. Since Capcom decided against the CD/Chip combo, I was wondering if I can I play this chip game on my TurboExpress?

Brian Wendoff
Chicago, IL



Street Fighter II for the PC Engine is compatible with the TurboExpress!

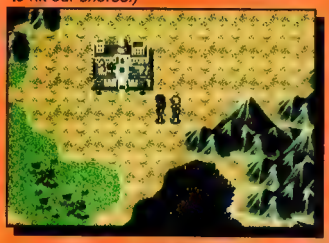
(Ed. Street Fighter on the go? Only with the TurboExpress so far! You bet you can play it in the Express. Although it may seem a bit complicated at first, the control is not so bad. Okay, remember how the Genesis version of SF2 was to be played on a 3-button controller by using the START button to toggle the moves between punch and kick? That's how this version is played. You can select which button toggles the moves and what button I and II will do. Of course, you'll need an appropriate adapter to plug the cartridge into the TurboExpress.)

PS4 RIGHT ON SCHEDULE

First of all, I would like to say that you guys have the best video game magazine on the market. You always seem to get the info on all the newest games before anyone else. Okay, here's my question for you. Is Phantasy Star 4 going to come out in America at the same time as Japan? If Sega of Japan and Sega of America worked together on the project, they could bring it out here in America the same time as in Japan. I also remember reading that Phantasy Star 4 was supposed to be out by December. Is this true?

Chad Tree
Stevensville, MT

(Ed. Sega of Japan is really crankin' on this one. This massive-sized RPG is still going strong and is slated for an American release as early as the 1st Quarter of 1994! The Japanese version is scheduled for a Winter 1993 release. Sources in Japan have been hinting at the possibility of a size increase to 24 Meg as well. The story and the game are still planned to coincide more with Phantasy Star 2 than 3, with the combat scenes being the most dramatic similarity. With the way the game is really shaping up, it could be the hottest RPG ever to hit our shores!)



Phantasy Star 4 is still planning to come to America as a possible 24-Meg cartridge!

So What if Pocky and Rocky is a goofy name for a game, featuring two characters who've never been on TV.

The Press Loves It!!

"This game is an absolute blast to play! What other great action game can you find where you can block any attack the enemy throws at you!" (Guy)
"Pocky & Rocky is one of the best carts that I've played in a long time." (Dude)
Super NES Buyer's Guide (March 1993)

"At last, here's a fast-pace, two-player, arcade-style action/adventure game for the Super NES that hits you hard with a horde of evil beings and with no slowdown in sight. Pocky & Rocky by Natsume packs great blast-em up action."
GamePro Magazine (March 1993)

"Don't let its timid name fool you. Pocky & Rocky is packed with action and non-stop fun."
GamePlayer's Magazine (May 1993)

"Adorable! A true rarity! This awesome duo is the freshest thing to hit the Super NES in a long time!"
Electronic Gaming Monthly (July 1993)

"Natsume's second Super NES title may be one of the hidden gems of the year. It features beautiful graphics and lots of playability."
Nintendo Power (March 1993)

"This game is awesome!"
Electronic Gaming Monthly (February 1993)



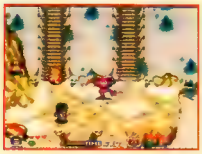


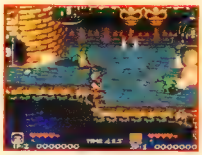


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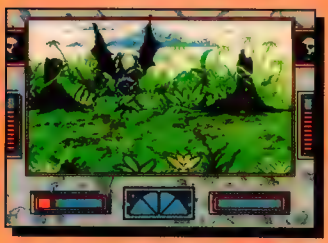
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INTERFACE
LETTERS TO THE EDITOR

MORE MENACER TITLES PLEASE

I understand that there are a lot of great doors being opened at Sega for the Genesis system. The Sega CD has finally broken ice, all the fuss over Street Fighter II and Mortal Kombat, the soon to be released Activator, and let's not forget what's on everybody's lips... Virtual Reality. But Sega forgot one thing, the Menacer. What happened? Talk about limited software. So far I have only two games for my Menacer—the cartridge that came with it and T2. This shortage of games is too bad because I love the game play that the Menacer provides. The games that came with the Menacer are okay, but I really like doing damage on Terminator 2. Is Sega ever going to make any new games for the Menacer or is this going to become another lost peripheral?

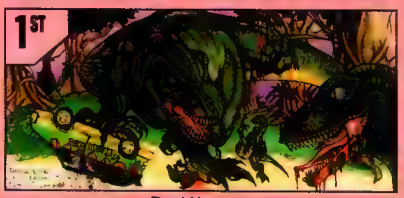
Cloyd Griffin Jr.
Houston, TX



Sega's Monster Hunter, a new Menacer title, is already in the works.

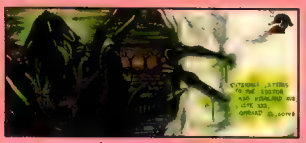
(Ed. Sega has definitely had a lot on the their minds lately, with one of their best CES showings ever, they really had reached out and pushed all their products to the limit. Sega's Activator peripheral seemed to generate a lot of interest among the spectators who watched their frequent demonstrations. But as you said, there was something missing, namely a new Menacer title. While not ready to be displayed at the CES show, Sega is working on a new Menacer title called Monster Hunter. Basically the story involves the player as a premier big game hunter in search of the ultimate catch. The scenarios range from safari lands to exotic ranges not from our world. Although new games for the Menacer don't come out everyday, Sega seems to be taking the longer time to insure that the game will be worth buying.)

EGM ENVELOPE ART!



Paul Harmon
Sacramento, CA

What do you get when you cross a Michaelangelo with a Mario? You get EGM's envelope art! Send us your best scenes and if you get first place, you could win a FREE Fire Stick donated by G & C Joystick Mfg. Only in the Biggest and Best Video Game Mag! Intensity 101!



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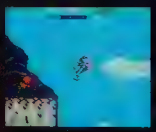
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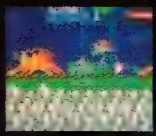
The first place prize is a Fire Stick from G & C Joystick Manufacturing. For product info write P.O. Box 848, Paramount, CA 90723 or call (800-JOYSTICK).

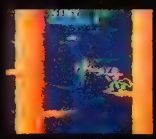
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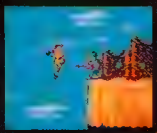




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SEGA

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INTERFACE
LETTERS TO THE EDITOR

THE YEAR IN REVIEW

With EGM's 50th issue come and gone, I was wondering if you will be selling box sets of 5, 10, 25 or all 50 issues in one complete box set? Or, you could release one big magazine with the best reviews, tips, hardware and news commemorating the past five years. Happy 50th issue and keep up the good work.

Jesse Nicholas
Windermere, British Columbia

I'm a new reader to your fine magazine (I don't know what took me so long) and I've seen how your Review Crew rates their favorite and worst games. Are you guys going to have a special in the magazine where the Review Crew rates the game systems? I know I have my favorite systems and I would like to know what the Review Crew enjoy the most.

Brant Swanson
Montpelier, VT

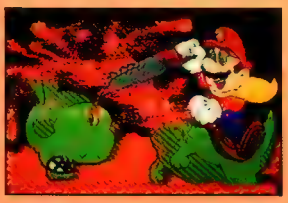


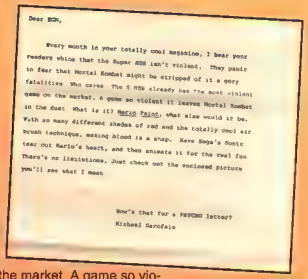
Every year the EGM staff compiles a listing of the best and worst games of the year.

(Ed. While an EGM box set does sound like a great idea, the problem arises because once our magazines are finished with their print run, there are never any more printed. While newer issues wouldn't be too difficult to reprint, the problem is that there are very few of the older issues left. Not even many of our editors have issues 8 or 11, which are the rarest of the bunch. However, Brant, since you are a new reader, you probably never realized that every year we reprint a compilation of the best Fact Files from the past year. Also, we compile a list of the year's reviews and, yes, rate the game systems as well. This new issue will hit store shelves this fall.)

PSYCHO LETTER OF THE MONTH!

If you think you have what it takes to contribute to society, go write to Newsweek. If, however, you have a thought or opinion that fellow gamers would particularly find crazy, we'd love to immortalize you with a special edition EGM T-shirt proclaiming your fondness of and psychosis to video games!




Dear EGM,

Every month in your totally cool magazine, I hear your readers whine that the Super NES isn't violent. They panic in fear that Mortal Kombat might be stripped of its gory fatalities. Who cares? The Super NES already has the most violent game on the market. A game so violent it leaves Mortal Kombat in the dust. What is it? Mario Paint, what else would it be. With so many different shades of red and the totally cool air brush technique, making blood is a snap. Have Sega's Sonic tear out Mario's heart, and then animate it for the real fun. There's no limitations. Just check out the enclosed picture. You'll see what I mean.

How's that for a PSYCHO letter?
Michael Garofalo

Every month in your totally cool magazine, I hear your readers whine that the Super NES isn't violent. They panic in fear that Mortal Kombat might be stripped of its gory fatalities. Who cares?! The Super NES already has the most violent game on the market. A game so violent it leaves Mortal Kombat in the dust. What is it? Mario Paint, what else would it be. With so many different shades of red and the totally cool air brush technique, making blood is a snap. Have Sega's Sonic tear out Mario's heart and then animate it for the real fun. There's no limitations. Just check out the enclosed picture. You'll see what I mean.

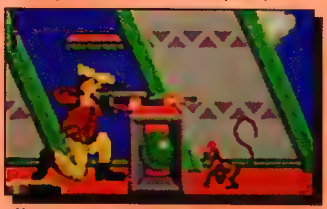
Thanks go to Michael Garofalo of Staten Island, NY for the, um, interesting letter and, um, the creative photo. I'll bet your art teacher will be pleased to know that you've won our contest. Michael, your EGM T-shirt is on the way!

THE LYNX GOES ON...

In response to the "Is the Lynx Doomed?" letter from the July issue, I also purchased an Atari Lynx due to its superior graphics. After much searching, I have discovered I can obtain any game or accessory I need from Atari directly. I have tried several "new and used" video game companies with no success. No one seemed to carry their games! Please inform your readers that by calling the Atari Corporation at their customer service number in Sunnyvale California, you can receive a catalog. Their phone number is (408-744-0880). I usually receive my order within seven days! Please print this phone number for your readers.

Cassandra Hargitt
Port Orchard, WA

(Ed. Thanks for the tip! You can bypass the first phone number and directly reach their ordering line by calling (800-221-3343). They accept credit card orders for the quickest delivery. The order should arrive in a couple of weeks and the cost of the games is close to retail price.)



Now you can order games like Gordo 106 directly from Atari over the phone.



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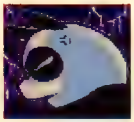
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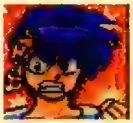
RANMA SAOTOME



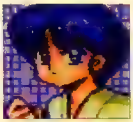
RANMA-CHAN SAOTOME



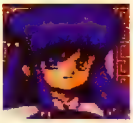
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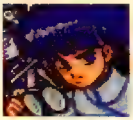
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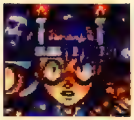
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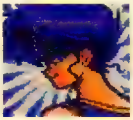
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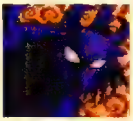
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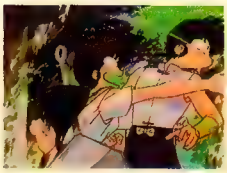
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INTERFACE
LETTERS TO THE EDITOR

BETTER CONVERSIONS?

I have a few questions for you guys at EGM Headquarters. First of all, how come when a game was originally from the arcades, the Super NES version always seems to be better than the Genesis version? Take Street Fighter II for example. I absolutely love the game but held off buying a Super NES because I was convinced that Street Fighter II would appear on the Genesis. I was overjoyed when I received your May issue but when I saw the game screens and comparisons to the Super NES version, I thought the Genesis one didn't even compare. It even had the black bar behind the score which was nowhere to be found on the Super NES version.

Nat Tangerini
Sherborn, MA

(Ed. Your question is definitely a valid one, but in what ways is a Super NES game better than a Genesis one? If you try to compare the on-screen colors, of course the hands-down winner in that category would have to be the Super NES. The Genesis, with its 64 on-screen colors, simply cannot match the Super NES' whopping 256 on-screen colors. Another category is processor speed. The Genesis is equipped with a speedy Motorola 68000 processor which is why there are not many Genesis games that tend to slow down. Your concern over Street Fighter II is a perfect example. Granted, the black bar behind the score seemed out of place but when Capcom decided to boost Street Fighter to the whopping 24-Meg cartridge that it is now, the black bar was removed and the graphics are now much cleaner and sharper than before.)

PORTABLE SUPER FAMICOM

In the EGM Express section of the August issue, I read with great anticipation in hopes that this system might actually make it to the production stage. As I gleefully read the article, It brought back memories of some other great electronic gizmos that never reached the buying public. The first one I recall is the Biederman Design Labs peripheral that lets you play GameBoy carts through the NES with a special adapter. This would have been a great way to boost the sales of good GameBoy titles without having to stare at a horrible, little green LCD monitor. The other great idea was Camerica's awesome portable NES. Although it looked rather strange, lacking a standard cross-key joypad, it would have surely been a top-seller. Both of these great ideas never reached production and that causes me to worry about the future of the portable Super Famicom. Let's just hope that Nintendo doesn't decide to axe this portable project before it barely gets off the ground.

Ken Greifen
White Plains, NY

(Ed. There's always some concern for prototype projects like Bandai's portable Super Famicom. Although Nintendo of Japan hasn't said much about the portable Super Famicom, Bandai, the company that created the unit, is a rather large company overseas so it could have a strong chance of surviving Nintendo's rough policies. An interesting side note is that both the Biederman Design Labs unit and the Camerica portable NES system were not shown at a Consumer Electronics Show so consumer reaction was not a factor in killing these outside-developed systems. Basically, it was Nintendo of America's decision because they did not approve of these devices to begin with. Since Bandai is a licensee of Nintendo of Japan, and the portable Super Famicom was shown at the Tokyo Toy Show, it is very probable that it could be released.)

POSTCARD PARANOIA!

The next time your parents drag you to some lame roadside attraction, be sure to pick up some of the tackiest postcards and send 'em in.



Michael Turner
New York, NY



J. Pierce
Salt Lake City, UT

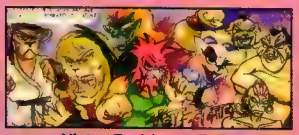
EGM! SPECIAL ASSIGNMENT!

Put the Review Crew in a scene from your favorite summer movie.

An ongoing column in EGM will be a series of special assignments for all you budding artists to draw. These demo pics show Street Fighter characters like you've never seen them before. Get those pencils sharpened and enter the assignment today.



Joshua Hester
Portsmouth, VA



Victor Rodriguez Tello
Wilmington, CA

TERRY & TINA ART CONTEST WINNER



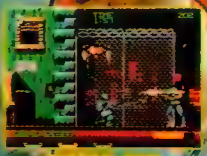
Joshua French
St. Matthews, SC



Tina (left) and Terry thank Joshua French for his winning entry.

ROBOCOP 3

FIRST TIME ON GENESIS & GAME GEAR!



MOTOR CITY SHOWDOWN!



TEAM-UP WITH ROBOCOP'S OLD ADVERSARY— THE GIANT ED-209.



BLAST OCP'S FLYING DROIDS.

HALF-MAN, HALF-MACHINE... ALL ACTION!

Armed with laser gun, flame-thrower and missile launcher multi-weapon attachments, you must destroy giant ED-209's and OCP's latest techno-warrior...OTOMO!

Relive all the action of the blockbuster film, as you face a battalion of enemies!



SEGA GENESIS | GAME GEAR | FLYING EDGE | SEGA

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INTERFACE
LETTERS TO THE EDITOR

Q-MANN'S

TOP TEN WAYS TO GET ON THE COVER OF EGM...

It may not be the search for the Holy Grail, but for video game companies it's every bit as important! The cover of America's biggest and best video game magazine can spell the difference between instant success and a slow death, but how can a company snag the front cover of EGM? The Q-Mann offers a few behind-the-scenes suggestions...

10. Send doughnuts. We just love doughnuts!
9. Name your game Street Fighter 2. Of course, if you're anyone but Capcom, expect a lawsuit with your cover.
8. Don't give it to the 'Power' brokers! Once you give it to them, there's no way they'll let you give it to us.
7. If you do give it to 'Power', tell them we got the game in Japan.
6. Get the license to 'Spawn', and Todd Mcfarlane punch out the artwork.
5. No more turtle games. Seen 'em, had 'em, did 'em, done 'em.
4. Insect Politics
3. New hardware always has a good shot at making it on the front spot. Just tell Ed you're calling from Atari.
2. Try an SNL game. Yeah, a Belair cover could be fun. Shake and Bake!
1. Tell Ed his voice gives you a nice, warm, fuzzy, feeling.

BAD PHOTOCOPY CONTEST!

A new feature to EGM is the official Bad Photocopy Contest. You'll find this contest in every Interface issue. What we did was photocopy a part of the magazine, blew it up, oh, 800% and it's up to you to find it somewhere in the magazine. You don't win anything, but you can congratulate yourself if you find it!



Here it is! Attempt to find this picture in the magazine, if you can!

WHERE'S MORTAL KOMBAT FOR...

After reading through many of your back issues, especially EGM 50, I noticed you guys put together some Fact Files of Mortal Kombat for the Super NES, Genesis, Game Gear and the GameBoy. The one version that was announced a long time ago but wasn't shown was the Sega CD version. What happened? Has Arena come to the decision to dump this one because the Genesis version will be satisfying Sega owners? After shelling out $300 for the CD player, I definitely want to see this game for the Sega CD.

Kenneth Haverstein
Foster City, CA

I am aware of the current release of the arcade hit, Mortal Kombat, to the 8-Bit portable GameBoy and Game Gear. But how come it is not being made for the original NES? This would really boost some sales. Street Fighter II is also a pretty popular game and it will not be made for any 8-Bit formats. I find Mortal Kombat to be much more graphic and worthy of an 8-Bit release.

Clinton Rudeseal
Floyd, VA

(Ed. Mortal Kombat for the Sega CD is still alive and kicking. Much of the emphasis was placed on the upcoming release of the Super NES, Genesis, GameBoy and Game Gear. Although the game may end up looking like the Genesis version, the music should closely resemble the arcade version. The release date could happen around the 1st Quarter of 1994. As for the NES version, after a brief chat with Phylene Riggs at Acclaim Entertainment we have learned that Acclaim had one more NES title due for release before the end of the year. Mortal Kombat was planned but another game was already in the programming stage so Mortal Kombat was bumped out. It's not completely out of the realm of possibility, but it's very unlikely we'll see it for a while.)

CONTROL YOURSELF

I have just bought a Sega 6-button controller. While it is cool, there are no games out that use the buttons labeled X,Y, and Z. I know that Street Fighter II will use those buttons, but are there any other games planned to use these new buttons? I heard of a game called Eternal Champions by Sega. Will this game utilize all 6 buttons?

Joe Payne
Lake Ronkonkoma, NY

What's with Sega's 6-button controller? After forking out 20 bucks for a new one, I find out there are no new games that can use the new buttons. I hope it wasn't developed just so Capcom could make Street Fighter II for the Genesis. Are there any games planned in the future?

Carl Lawnen
Los Angeles, CA

(Ed. When we first caught word of this controller in development in Japan, it sparked the idea that Capcom was actually developing a Street Fighter II for the Mega Drive. Naturally, Street Fighter II is compatible as is Eternal Champions from Sega. Many other Sega games are now being developed for this controller. Ranger-X, NFL Football '94, and many of their newer sports games. Also, Electronic Arts' title, Technoclash, can use the 6-button controller.)



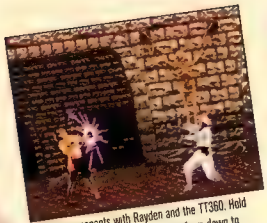
Just spent $20 on Sega's controller? Ranger-X and SF2 can use it!



Throw Liu Kang's finishing move with the deadly accuracy of true circular control on the TT360. Hold the Start Button and, starting with your thumb at the bottom of the Touch Sensor, make a full circle towards your opponent.



Kano's Spin Attack is a breeze with the TT360. Hold the Start Button and run your thumb around the Touch Sensor toward your opponent. Release the Start Button to unleash the attack!



Fry your opponents with Rayden and the TT360. Hold down Button A and slide your thumb from down to toward your enemy.



Tear 'em up with Kano's Knife Attack. The TT360 is cutting-edge fast! Hold Start and slide your thumb from away to toward on the Touch Sensor. As fast as you can slide, you can throw.



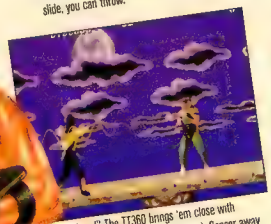
Rayden's Superman move catches 'em by surprise. Press away-away-toward on your TT360's Touch Sensor. The slide from away to toward gives you the win with split-second speed..without the numb thumb!



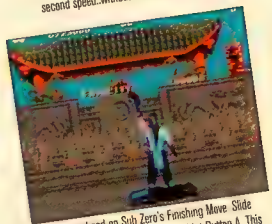
Real diagonal action on the TT360 gives you the edge! Chill 'em with the Sub Zero Freeze. Hold down Button A and slide your thumb on the Touch Sensor from down to toward.



Here's a sneaky move the TT360 makes easy. Jump over your enemy, turn and press Button C. You'll make a throw they can't beat!



"Get over here!" The TT360 brings 'em close with Scorpion's Spear. Rapidly press the Touch Sensor away twice and press Button A.



Shred some head on Sub Zero's Finishing Move. Slide your thumb toward-down-toward and hit Button A. This move is much easier than on an old-fashioned control pad.

BATTLE TESTED IN KOMBAT

When you go into Kombat, you need a controller that's fast, that gives you all the action you want – easily and effortlessly, and that destroys your opponent, not your thumb! That's why you should be using the Turbo Touch 360™ to play Mortal Kombat®* and all of your other favorite games. The Turbo Touch 360 "touch sensor" allows your thumb or index finger to move effortlessly across the sensor plate – you don't have to push down. Objects on the screen move as fast as you move your finger, you've got real diagonal and true circular control, and you really feel like you're in the game. The pay-off is being the ultimate fighting machine and trashing your opponent... you know the guy using the old-fashioned control pad.

So, go into Kombat to win –
go battle tested with the Turbo Touch 360.

The Ultimate Fighting Machine

Turbo Touch 360 is a registered trademark of Triax Technologies. © 1993 Triax Technologies.

Turbo Touch 360™ & Mortal Kombat®. The Winning Combination.

For Genesis, SNES, & Nintendo



TRIAX TECHNOLOGIES

For the name of your nearest Turbo Touch 360 retailer or to place an order, call **1-800-858-7429.**

Mortal Kombat is a registered trademark of Midway Manufacturing Company.
Mortal Kombat® © Midway Manufacturing Company 1992. © Acclaim Entertainment, Inc. 1993.
*Game played on a Genesis® system. © Acclaim Entertainment, Inc. 1993.

INTERFACE
LETTERS TO THE EDITOR

WHERE ARE THE CDS, MAN?

What's up with the Sega CD? Where are all of the radical games I expected to see and where are the numbers Sega promised like 20 to 30 games in the first three months? Sometimes I think Sega will just give up on its CD-ROM system. Why is this happening? All of my local retail stores are sick of seeing me around asking them questions. Silpheed and Rebel Assault show promise, but the way things have been, I probably won't see them for quite some time. Please find out and tell all of the dedicated Sega CD fans if this is all they have planned for a system that showed so much promise.

Bart Balogit
Pleasant Hills, PA

(Ed. Although Sega and their third-party licensees haven't exactly been speedy in their newer game releases, It does take a lot more planning to get a compact disc-based game perfect. The most noticeable delay is obviously what kind of music the game will have. Does the company seek out a musician to compose CD quality music or, if it's a cartridge-based game, do they keep the chip music and just add more levels to keep the memory usage low? When Sega first debuted their Joe Montana CD way back at the Sega CD introduction, Sega continually made changes and tweaked the game play so it was the best it could possibly be. The addition of the digitized sequences with Joe Montana pushed back the release date even further. The final project of Joe Montana NFL Football is just coming out now and it should be worth the wait. Sega's exciting Silpheed and JVC's amazing Rebel Assault, games only possible on the Sega CD, are both still respectively slated for a September and a December release.)

WHERE ARE...

I really enjoyed the July issue except for the little part about Ranma 1/2 when you said it probably wouldn't come to the U.S. I'm a big Ranma 1/2 and I own the comic books, the two animation movies and I try to catch it on TV when I'm not working. I have a Sega CD and a Super NES and when I found out it was coming out for these systems, but only in Japan, I got very upset. If you could take a poll in your magazine and see how many people would like to see Ranma 1/2 on a game system in the U.S. The poll idea worked for Time Gal, why can't it work for Ranma? I feel you are my only hope for bringing Ranma 1/2 to the U.S. for good.

Jeffrey Johnson
Bronx, NY

My favorite NES game of all time has got to be Tecmo Super Bowl. I have heard rumors that Tecmo is producing Tecmo Super Bowl for the Genesis and Super NES. The NES cartridge was very awesome and I was hoping to get this Genesis version.

Chris Wright
Birmingham, AL

(Ed. Well Jeffrey, there's no need to go to all that trouble of a survey because DTMC has picked up the rights from Viz Select, the group that produces the comic series, to release Ranma 1/2: Hard Battle on the Super NES. All of the characters and backgrounds have stayed exactly the same, with the only change being the voices as the characters perform their special moves. The change was probably made to coincide with Viz Select's upcoming releases of the movie and television series which have been dubbed into English. Check out the Fact File on page 128. As for Tecmo Super Bowl, Tecmo has developed a Super NES and a Genesis version based on the mega-popular NES cartridge. Look for improved graphics, snazzy cinemas and, of course, all the fun of the original. Again, check out the Genesis Fact File on page 178.)



Some CD-based games take more planning than the cartridge version.



Ranma 1/2 and Tecmo Super Bowl are on their way to store shelves.

WHAT IF!

Ever had a revelation? Okay, how about something really strange about the video game industry? If you've got some strange combination you feel everyone should know about, send it in!

WHAT IF...

...Baleog's finger got stuck up his nose for good?

...You could use a Game Genie on Sega's Night Trap? Hmm...

...Street Fighter III came out and no one seemed to care?

...There was a Barney video game coming out?

...The New Kids on The Block video game was a Super Scope 6 title?

...Dhalsim's other parts stretched to new lengths?

...Martin actually got a haircut?

...Cyber Boy actually found a real girlfriend.

...Barney was the main star of Jurassic Park?

...Ranma was pregnant in his female form and then changed back to a male?

...Nintendo released a Donkey Kong All-Stars?

...Luigi was also missing?

...Zombies ate your neighbors?

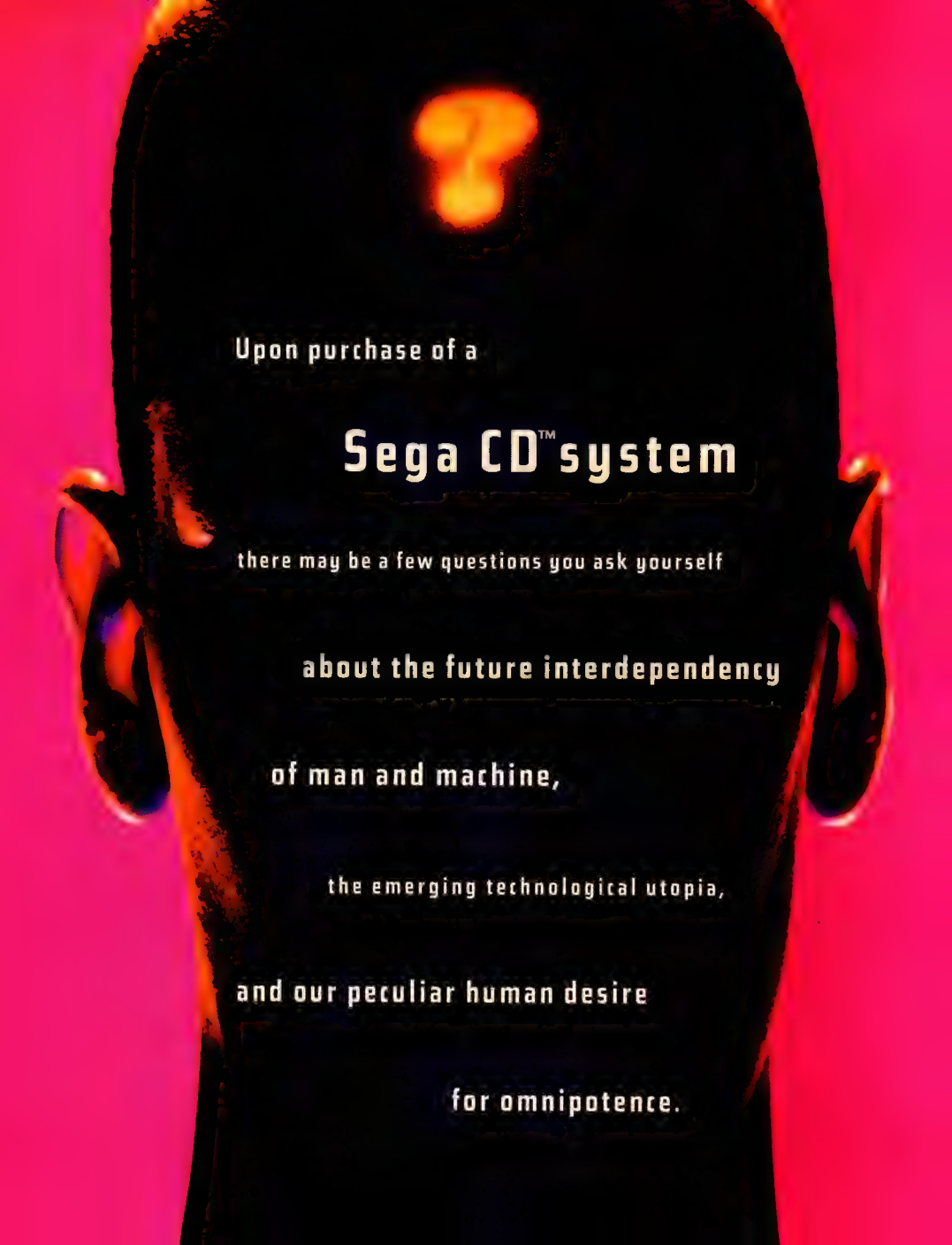
...They came out with a controllerless cord?

...Sushi-X was forced to participate in the Zelda for GameBoy tournament?

...E. Honda lost his loin cloth while fighting Chun Li?



Send your 'What If's' to:
EGM What If's
1920 Highland Ave. Suite 222
Lombard, Il 60148
Or include your 'What If's' as a P.S. on a letter or postcard you're sending in.


Upon purchase of a
Sega CD™ system
there may be a few questions you ask yourself
about the future interdependency
of man and machine,
the emerging technological utopia,
and our peculiar human desire
for omnipotence.

But,



force yourself to get over any

philosophical crap

quickly, and just play

the coolest system ever made.

The compact disc comes to the video screen. And it carries about 200 times more digital storage space than any cartridge can. So what? So it means with the new Sega CD™ game system hooked onto your Genesis,™ video games can now feature true video action of real people, in real places, doing—well, real things. It also means animation is sharper than ever. And with CD technology, games can have more levels than ever before. Alright, give your eyes a rest for a moment and let's talk sound: clear, crisp CD sound. Because Sega CD is a regular CD player, it can hook right into your stereo and play your favorite albums. And when it's time to play a game,

W E L C O M E T O T



Sega CD creates sense-surrounding CD-quality sound that'll pretty much blow any other game system away. Wow, all this power in a sleek new design and simple on-screen controls, what more could you possibly want? Sewer Shark™? You got it—this best selling TruVideo™ action/adventure comes with every new Sega CD. So check out the interactive system everyone's been waiting for, plus a whole library of action, sports, adventure games and more. Okay, so the future arrived a little sooner than we thought. Let somebody else worry about it. It's time to play.

SEGA™

THE NEXT LEVEL

REVIEW CREW

41 GAMES REVIEWED!!!

Super Bomberman, Redline F-1 Racer, Bio Metal, Battle Blaze, Super James Pond, Run Saber, Goof Troop, Operation Logic Bomb, Battle Cars, Super Widget, NBA Showdown, Nigel Mansell Racing, GP-1, Rock & Roll Racing, World Heroes, Plokl, NHL '94, Incredible Crash Dummies, Hyper V-Ball, F-1 Pole Position, Wolfchild, Rocky & Bullwinkle, Ranger-X, Strider Returns, Technoclash, Sorcerer's Kingdom, Mig-29, Bill Walsh College Football, General Chaos, Chase H.Q. 2, Silpheed, J. Madden CD, Star Trek:TNG, Flintstones, Pugsley's Scavenger Hunt, Aliens Vs. Predator, Real Ghostbusters, Global Gladiators, Final Fantasy Legend 3, Jurassic Park, Strider Returns 06

MEET THE REVIEW CREW!



ED SEMRAD

Seeing the head cheese at the office has been a rarity lately. He's flown well over 15,000 miles this past month! Chicago to San Francisco to N.Y. to Tokyo and back!

Current Favorite Games:
Total Eclipse, Phantasy Star IV, Virtua Fighters



DANYON CARPENTER

Good ole' Dano has had his hands busy with a ton of hot softs and a new promotion. Since Dragon Ball Z 2 is coming out, he's saving his hard-earned pennies.

Current Favorite Games:
Ranger-X, Dragon Ball Z, Super Mario A.S.



MARTIN ALESSI

Martin is about to collapse onto his 'puter as he finishes up the last of the EGM redesign. Now it's time to scout the local arcades for a Super SF2 machine!

Current Favorite Games:
Super SF2; Super Mario A.S.; Ridge Racer



SUSHI-X

The nubile ninja is on his way back to a secret test location in Japan that's rumored to have a Super SF2! Fatal Fury Special is moving in on SF2's action. Way to go SNK!

Current Favorite Games:
Super SF2, Turbo SF2, Fatal Fury Special



MIKE WEIGAND

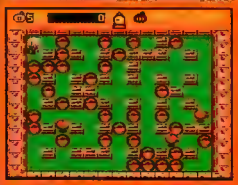
Also known as Major Mike, Mr. "W" is getting over a bad case of warts and a nasty rash. Seriously though, Mike is another new addition to our infamous "Crew."

Current Favorite Games:
Battletoads, Z.A.M.N., Battletoads/Double Drgn

GAME OF THE MONTH

Super NES	Hudson Soft.
Super Bomberman	
Action	Release: Now
Levels: 42+	4 Meg

EDITORS' CHOICE PLATINUM





ED SEMRAD

Super Bomberman must be one of the most addictive games since Tetris. The one-player game is above average, but the multi-player mode is truly great. The many new icons, and the colorful backgrounds are great enhancements. This is one game that you won't be able to put down for hours. Super Bomberman rules! If you haven't tried Super Bomberman, I suggest you do. It may look like a stupid game, but believe me, it's cool.

DANYON CARPENTER

One of the best party games around! Super Bomberman offers all the fun of the original Bomberman and really spices it up with loads of new power-ups and a huge variety of techniques. The one-player mode is kinda cool but it really shines when four people are competing. Break out the MultiTap and get your buds together for the ultimate in party games. Extremely addicting and a blast to play!

MARTIN ALESSI

Get your friends and family together to play this one. Once they start playing, it'll be next to impossible to take them away from it. The one-player adventure mode is great, but the multi-player game is the real reason to get this game! Bomberman's new kick and throw abilities make this a total riot. The super game is awesome. Blowing up walls and your opponents is as addicting as playing Tetris.

SUSHI-X

This game is a super sequel! The original was both fun and addictive, but this one is even more so. As a fighting game maniac, I love the challenge of three other players, but even alone as a maze game, the cool techniques and cute graphics will win you over. Dozens of levels and strategy make this a winner! If your thumb gets sore from SF, play this and you can continue the thrill of competition without the callouses.

SUPER NINTENDO
ENTERTAINMENT SYSTEM

LICENSED BY

ART OF FIGHTING

ARCADE SMASH HIT!







Based on the super-hot NEO-GEO arcade game coin-op, Ryo and his friend Robert must use all their strength and skills to battle and defeat the toughest fighters ever assembled. South Town is no place for the weak. In this urban battle zone Ryo and Robert brave the mean streets in order to rescue Ryo's kidnapped sister. These two fighters are big. Powerful. Strong. Each with special skills game players love to use.

- Huge graphics plus blazing fast animation
- Cinematic zoom-ins and zoom-outs
- Big cast of characters - 2 heroes and 8 others
- Dozens of secret moves to discover and master
- Extended stereo sound effects
- For 1 or 2 players

TAKARA®
Video Game Division

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Art of Fighting™ 1992 SNK

IT'S THE THING THE

THE NEW asciiPad SG-6™ AND Fighter Stick SG-6™

Introducing the new asciiPad SG-6™ and Fighter Stick SG-6™ for your Sega Genesis®. Next to the power cord, they're about the most important things you can plug into your system. That's because we've basically redesigned our new controllers from the plug up. They're contoured to fit your hand like your favorite baseball glove. And tough enough to last through more than a few street fights. While we're talkin' about street fights, check out the six fire buttons. Yeah, that's right, six buttons—just what you need for the hot new wave of Sega six-button games (SG-6's kick butt on regular three-button games, too). Crank in features like Turbo Fire, Auto Turbo and Slow Mo, and you've got enough firepower in your hands to send your opponents into orbit. And since there's none of that wimpy programmable stuff, you'll be able to take 'em over to your friend's house without getting called a cheat. So keep your eyes open for the new asciiPad SG-6 and Fighter Stick SG-6. They're hot, they're new —and hey, they're already a hit.

ASCIIWARE™

IT'S HOW TO WIN.

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Sega, Genesis and Sega CD are trademarks of Sega Enterprises, LTD. No Segas were mistreated in the creation of this ad. Okay, so we broke a Genesis. But at least we paid for it.
And we're certainly not going to try and return it under the warranty. Fortunately, the folks at Sega have a good sense of humor.

QUARTERMANN'S

Q-LETTER

GOSSIP FOR EGM SUBSCRIBERS ONLY!

THE TRUTH BEHIND NINTENDO'S NEW 64-BITTER...

...With my bags still packed, I'm fresh in the door from my whirlwind tour of the globe! Out of all the news the Q-Mann gathered in his travels, the most incredible was definitely the announcement from the big 'N' that they would skip the CD super system which they touted at the Spring s developers conference (where yours truly nabbed the specs to what would have been a wondrous piece of programming power) and plow their bucks into a NEW system to be jointly developed between Silicon Graphics and their own in-house tech-heads. Sure it may make for a good line heard 'round the world, but the nitty-gritty of this self-proclaimed 64-Bit powerhouse dubbed "PROJECT REALITY" is something less sensational. Now the Q's not here to diss the machine, but sources close to yours truly have confirmed that SG's involvement was peripheral at best. Rumor has it that their involvement with this summer's Jurassic Park movie (which used a beefy version of the chip set Nintendo plans to use under the hood of REALITY) cinched a development deal with Nintendo to help flesh out the final stages of the pre-pro design. It sure didn't hurt SG s stock any.

THE TRUTH BEHIND SUPER STREET FIGHTER...

...While the boys at EGM Central have plowed through the latest Street Fighter update, the Q-Mann has more insider info related to the recent rumors of discontent within the ranks at Capcom. Seems several of the staff responsible for the first Street Fighter 2 were a little agitated at the lack of attention (not to mention bucks) they received while their games made zillions of dollars for practically everyone else. Many in the original group splintered off to form an in-house office for SNK (as previously reported) and are hard at work on the latest batch of Street Fighter clones, including a couple of tasty entries like Fatal Fury Special and Samurai Shodown. Super Street Fighter 2 was jointly designed by dual teams of Japanese (responsible for Cammy, Fei Long, and Thunderhawk) and American (Dee Jay) producers. Although the U.S. office put up a big fight to keep the speed of the Turbo version, the white shirts prevailed and the end-product, while packed with some super new moves and enhanced techniques, is a step back in speed to the original SF2. What can you do.

THE TRUTH BEHIND BLOOD, MEGS, AND NINTENDO...

...During the recent press announcement of PROJECT REALITY, the Quarter-Meister managed to corner the Nintendo Prez for the straight scoop on why Mortal K. ended up sweaty. Via Terry Aki's masterful translation, Mr. Yamauchi said ". . . in America, Nintendo was criticized for ordering excessive violence taken out of a certain fighting game. It is true that we did ask the maker to tone down some of the excessive violence. As providers of home entertainment, we have certain responsibilities and if this title was sold as it was originally made, it could have become a major social issue that could escalate. We didn't want that to happen." Geez. Lighten up, we're talking VIDEO GAMES, not the plague...Mr. Yamauchi also offered this exclusive tidbit to Q-Letter readers - the first 24-Meg Super NES game will hit stores next year! It's called Fire Emblem and will feature some heavy duty RPG scenarios. He also hinted that a number of 32-Meg games are just around the corner but added that early next year meg size will become a thing of the past thanks to a number of new compression programs Nintendo plans to use to cut program sizes in half.

THE TRUTH BEHIND THE ATARI JAGUAR...

...Just had my first hands-on with the 64-Bit Jag and although several developers I was with lost their creamy filling over the console, the two games I laid eyes on were very average. The side-scrolling shooter had little parallax and played like a European blaster, while the 3-D Alien game looked more like a funky version of Wolfenstein 3-D. They crowed about "less than 20" licensees, but the only big names expressing interest were Iguana and Interactive...

...That's it for this issue, kiddies, but stay straight and true and you'll hit me head-on in a quick 30.

- QUARTERMANN

QUARTERMANN'S TOP TEN THINGS ATARI MUST DO TO MAKE JAGUAR A SUCCESS...

Out of the darkness comes the latest weapon in the battle for your video gaming coin! The Atari Jaguar has been heralded as the next generation of gaming, but in a land filled with more big guns than Beirut, will the Atari make it or break it? (Special Note: If you're particularly chummy when it comes to the A-Force, replace "fail" with "succeed." Got it? No problem!

10. New ideas. Pong is still Pong, even if it's done in 64-Bits.
9. New booth. Atari should consider getting a booth at CES. People will really take you more seriously if you get out of the Telegames area.
8. New name. People don't trust video game systems named after cats.
7. New look. You need to do more than polygons for 200 bucks. Polygons. Sounds like a new "Lucky Charms" shape.
6. New support. It's hard to go far with only one third-party licensee.
5. New insight. It's even harder when that licensee is "Butthead Software."
4. New reason. Insect Politics.
3. New, snappy fragrance. The office air fresheners haven't been changed since 1985.
2. New partner. IBM is making the damn things! IBM wouldn't do something that loses money...would they?
1. New marketing. Spend a dollar. You might be surprised what happens when people know about the machine.

Them's the digs for this issue, boys and girls. Look for more Q-insight in the next exclusive edition of the Q-Letter!

Q-MANN TARGETS THE HOTTEST GAMES NEW AND UPCOMING

Super Mario Bros. All-Stars Collection

Although the concept of Super Mario was getting the Q-Mann bored, the thought of playing the same old games I'd played before made my yawn-meter kick into overdrive. This cart combines all of the three previous 8-Bit Mario adventures, throws in the Japanese version of Mario 2 (which was closer in style and content to Mario 1) and packages them in some slick 16-Bit graphics. The result? Combined with a few new tricks and some expanded game play, this cart KICKS! I didn't think the Q would find much to like about games that are nearly 10 years old, but with the Super NES powering them, this title scored a direct hit!

Street Fighter 2 Turbo Edition

How can you go wrong? This game totally blows its predecessors away with better technique, more animation frames, and faster action loaded into its 20 Meg brain! The latest installment gives home gamers all the updates that the coin-op had, along with the same menus to let you tailor your characters. Some special codes (see the September EGM) even let you turn the game into ANOTHER SF2 game that moves at hyper speeds. Absolutely brilliant!

Actraiser 2

The gurus of Enix have listened to EGM and produced a version of the award-winning action/epic, Actraiser, sans adventure sequences. The battles in this game are truly addictive, giving way to some of the most fluid animation you'll ever see out of a home system. Great stuff from beginning to end!

John Madden '94

With improved graphics, sound effects, stat screens and the addition of the real NFL teams, John Madden '94 is proof that some games, like fine wine, do get better with time. This title has grown better and better each year and, despite the subject matter remaining constant, still manages to deliver big thrills each year. The Super NES version has managed to work a few of the kinks out of the earlier versions, successfully dishing out some great play.

That's it for this installment of the Q-Mann Reviews, kiddies, but be sure to dig into the next edition of the 'Letter' for more down and dirty info from the guru of gossip! We're off to Japan for a very special preview in the next issue that's guaranteed to be loaded with the best that gaming has to offer - exclusively for loyal EGM readers just like you!

Also, don't forget to look up my new column in HERO ILLUSTRATED, the hottest magazine covering the explosive world of comics and collectibles! With several pages of gossip, full-color pix of the hottest games, and incredible Q-News, HERO is the magazine for comic and video game fans alike! 'Till next time...

BIGGEST TO HIT SEGA.



REVIEW CREW

MAJOR MIKE'S GAME ROUNDUP

Redline F-1 Racer
Absolute / Super NES

If you can figure out how to get into the actual race (and past all the fandangled options that precede it) then veteran race fans will feel right at home with yet another (boy, there are a lot of these racing games this month!) racer. There are plenty of cars to chose from. **7**

Blo Metal
Activision / Super NES

All the elements of an average shooter are here: huge Bosses, tons of power-ups and weapons, and great graphics. Unfortunately the perky techno-pop music by pop group 2 Unlimited just doesn't belong—unless you can dance your feet and play the game simultaneously! **6**

Battle Blaze
American Sammy / Super NES

Ugh! This one-on-one fighting game needs better control and more fighters to choose from. Not exactly the greatest challenge either—some fighters have very unfair advantages over others and can win almost every match. The graphics are allright, but the sound needs work. **5**

Super James Pond
American Softworks / Super NES

The phantasmagoria of backgrounds in some areas is appealing, yet that is the best thing about Super James Pond. James' ability to make himself tall is quite interesting, but that is really the only special thing about him. Fans of JP may be better off with his Aquatic Games. **5**

Run Saber
Atlus / Super NES

This is nothing more than Strider for Super NES except with the added option of two-player simultaneous play and the option to play as a woman warrior (easy, guys!). The game could have been longer, but it's still a great trip! The warrior color change is a big plus. **8**

Super NES | **Capcom**

Goof Troop

Action	Release: Now
Levels: 5	4 Meg



Goof Troop is a fun action/adventure game that will entice almost any player. Goofy has an assortment of wacky animations. The puzzles, strewn throughout the game, are not too tough—nor are they too easy. A welcome challenge that works particularly well. Goof Troop works very well when it is two-player simultaneous. It can be a bit repetitive after a while, however. Overall it's a fun game with all around good features.

Goof Troop is a fun game, but it falls short in a couple of areas. First of all, I can't stand games that have beaten enemies reappear when you enter the room again. Also, the game is just too easy! It seems strongly geared toward the younger playing audience. Veteran gamers should have no problem clearing many of the levels. I think it's a terrific game that looks and feels exactly like Zelda. A Link to the Past.

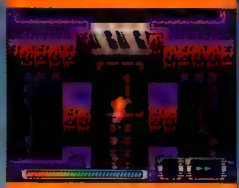
Not since Zelda: A Link to the Past have I played an action/adventure game this good. The playmechanics and overhead view are reminiscent of Zelda, but the theme and story are truly Disney. There are plenty of cool scenes to find, with little tasks and puzzles to keep it interesting. The music is upbeat and whimsical. Goofy, his son, Max, and other Disney characters are hilarious to watch! It's fun!

I'm generally not into this kiddie type of stuff, but I must admit that Goof Troop is a fun puzzle game to play. Surprisingly, the later levels get quite challenging. This game requires enough skill and brains to keep you busy, plus it keeps you coming back for more. The look and sounds are pure Disney. Cool cartoon-like characters and tools will appeal to kids, but the puzzle challenges will keep the older crowd going. Try it!

Super NES | **Jaleco**

Operation Logic Bomb

Action	Release: Now
Levels: 10	8 Meg



For fans of games like Metal Gear, this game should be a winner. Its graphics are pretty good, and the many weapons at your disposal tremendously add to the technique. The explosions might be a bit cheesy, but it's a small price to pay for a generally fun cart. The plot line of Operation Logic Bomb is really well done. The best part of this game is the non-stop action. If it's excitement you want, this game is packed full of it.

Looking for a 16-Bit version of the NES classic Metal Gear? Operation Logic Bomb has to be it! Although this game is a simple blast-a-thon, the variation of the weapons and levels more than makes up for its lack of involving strategy, except that there are some secret rooms to find that have important weaponry in them. As with too many games today, this one is a bit on the easy side, however it is still fun to play.

I have to admit I wasn't expecting to like this game. I think this may be one of the sleeper games of the year. The intricate story line is very cool, but this cart's most outstanding feature is in its play control. Being able to lock your man in firing position, while moving in any direction is a big plus. You can really throw away the 'bots that come your way. An awesome version of Alien Syndrome, if I do say so myself!

Not since Alien Syndrome has a maze shooter been this fun. The weapons are very useful and the levels get rough quickly. However, the control is right there with you to aid in the shoot and dodge tactics. A big plus is the locking of your firing position and your weapon's quick response. Sharp looking graphics keep your eyes busy while your controller will always be kept busy! Cool weapon and story previews!

Super NES | **Namco**

Battle Cars

Racing	Release: Now
Levels: 9	8 Meg



Battle Cars is a great idea. Putting together the best features of the available racers, it comes up as a top-notch cart. The control may take getting used to, but it's easy to learn. The two-player option is an added bonus. It's a great idea to be able to blast opponents. On the downside, sometimes it is hard to hit someone directly in front of you. It seems to be one of the best racing games out there. Racing fans should love this one.

Battle Cars mixes in the best of F-Zero and Mad Max to come up with a game yet to be rivaled. The many options for tuning up the car are nice, but the best aspect of the game is buying loads of helpful weaponry. The track scrolls nicely with highly detailed cities in the background, but the car jitters around too much when making high speed turns. The Boss cars in some levels are a real pain in the butt! A very challenging game!

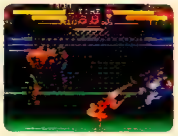
The concept of cars blowing up other cars is tired and so is this game. This is just F-Zero with a gun and has taken no further steps to improve upon it. The graphics aren't anything special and the sound is substandard. The worst part of the game is trying to blow up opposing cars. This is very hard when your car is equipped with incapable weapons most of the time. A worn-out theme. No sir, I don't like it!

It looks like F-Zero but it just doesn't have all that good stuff. The sounds are a bit weak, but the graphics are impressive enough to keep you playing. Also, it could benefit from a better selection of weapons to use against your opponents. Some of the steering and zooming effects are a nice touch, but the sounds and graphics need a little more attention to detail in order to make this cart a top driving game.



This world tour isn't exactly a vacation.

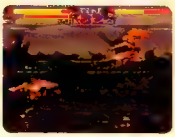
This time the Mad Gear Gang is out to conquer the world. As insurance, they've kidnapped Genryusai and his daughter Rena. To save both, Mike and his new partners Carlos and Maki must fight through 6 levels filled with enough boss characters to kill them many times over. Whether you fight alone, or use the new two player simultaneous option, you will need your hottest moves to eliminate the Gang forever. The world depends on it.



Haggar's headbutt and Maki's spinning handstand leave their opponents in bad shape



Carlos is a real cut up with his sword, while Haggar plans his next move



Haggar leaves 'em out to dry with his clothesline and Maki executes her flying kick

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CAPCOM

REVIEW CREW

MAJOR MIKE'S GAME ROUNDUP

Super Widget
Atlus / Super NES

A small purple critter with a big punching fist that can change into mutated forms may be more geared for the little ones, but it suffers from truly horrible control. Besides, what's a Widget anyway? Isn't it what all those hypothetical corporations make in business classes?

4

NBA Showdown
Electronic Arts / Super NES

NBA Showdown may have been really something if it wasn't for the choppiness during game play—it totally interrupts the game play at times and can be rather frustrating. However, the ability to switch between players during the game, and other actions, are simple to execute. What a plus.

7

Nigel Mansell Racing
Gametek / Super NES

This is an awesome racing game, and making an appealing racing game isn't the easiest thing in the world...this sounds familiar! Several options and tracks add flavor, and the graphics are incredibly fluid! Killer sound effects, too! This takes time and patience to master.

8

BP-1
Atlus / Super NES

Argh! More racing! This is another behind-the-vehicle perspective racing game except it's more like Road Rash—you ride a motorcycle (but there is none of the side-by-side brutal fighting.) Getting used to your racer takes some time, but overall it is a very good racing game.

7

Rock & Roll Racing
Interplay / Super NES

Music makes all the difference with this smash-and-destroy racing game. The two-player mode is a real blast to play! The several tracks and alien planets on which you can race add the variety the game needs to stand out. So crank up the stereo, grab the controller, and get ready!

8

Super NES | **Sunsoft**

World Heroes

Fighting	Release: Nov.
Levels: 8	16 Meg



World Heroes is a pretty good conversion of the Neo•Geo version. The voices are clear and all the characters are here. The best part of this game is the Death match, where anything goes. It would be nice if there was blood when you hit the spikes, though. The play control is good for most of the fighters, and the only real down point is that it plays slow. Fighting fans who can't afford a Neo will be pretty happy with this one.

For a company to release a fighting game in today's market, it has to offer something really special and World Heroes just doesn't cut it. The game is very old, one of the earlier Neo•Geo titles. While it can be fun for a while, the thrill is quickly lost. The moves are somewhat easy to do but they just don't have much pizazz anymore. It's too bad this game wasn't released on the Super NES a year ago. It could have been a contender.

Is this supposed to be a fighting game or just another attempt to capitalize on SF2's success? While the graphics and sound are okay, the game really takes a dive in game play. The moves are nothing special and they don't animate very well. The pace of each fight is as slow as molasses. After a while I just didn't want to finish a fight. I don't know about you, but you won't find me waiting in line for this one!

Well it ain't Street Fighter, that's for sure! The Neo•Geo version was kind of fun, but this one got the game play pulled right out of it. The characters look really good and the sounds are decent, but with the lack of control and sluggish response, it just doesn't measure up to a good fighting game. With a bit of game play tweaking this could have been a good port from the Neo. Unless you're tired of SF2, don't bother

---

Super NES | **Tradewest**

Plok!

Action	Release: Oct.
Levels: 64	8 Meg



Plok is a terrific action game. The music and animation—not to mention the graphics—are sweet. The unusual power-ups are a big plus, as they add to the humor of the story. While the Bosses aren't anything to write home about, the actual game is visually stunning. The challenge level is really high, possibly turning off younger players, but hard-core gamers will love it. Tradewest has managed to make yet another killer cart.

Now here's a totally original character. Plok does what few characters could ever do—throw their limbs at enemies. The levels are drawn beautifully, with pastel colors and a few hidden surprises strewn about. I really love the old-time black and white levels. The music is fabulous and really draws you into the game. Although there are tons of side-scrolling games out there, don't overlook Plok. The battle suits are a great idea!

Whoa! Look out! Where did this one come from? It's so refreshing to know that there are some game companies out there with a little originality. Plok has got to be one of the most unique games to come out in a while. It's odd, but I really like his ability to throw his limbs at the bad guys. Most everything is done very well, from the colorful graphics, to the jamming music, to the excellent game play. What else can I say? I like it!

What a surprise this one turned out to be! You hear about something throwing its limbs around and you'd never expect the cool power-up suits and techniques involved. Each level is very colorful, with secret areas and warps. The concept of arm throwing is catchy and there are plenty of situations to test it. Big levels and loads of variety are a plus. One downer is that it continues to take you WAY back!

Genesis | **Electronic Arts**

NHL '94

Sports	Release: Oct.
Levels: N/A	8 Meg



EA and sports have gone hand in hand for a long time. Now, Electronic Arts has created what may possibly be one of the best hockey games. Using all new stats of real players, and the option of having four players compete, puts this game above and beyond the previous attempts. The controls are a little bit different from last year's cart. A must for any sports fan. EA is getting closer to making the ultimate hockey game

I'm not a sports game fan at all, but this game had me glued to the controller! The number of teams was completely overwhelming, and the real statistics for every player added to the hockey realism. Electronic Arts seems to make their sports games better and better every year and this one is no exception. The control is a bit tighter than last year's, too. What's in store for next year? It's great with two players!

Even though this game is another version of last year's EA hockey game, NHL '94 will make NHL '93 seem like pong hockey. With the addition of the 4 Way Play, multi-player adapter, this is a total blast with either 2-on-2 or team play. New features like expansion teams, individualized rink music, crowd animation, penalty shots, and better playability make this one hot cart to put on your want list. Look out, Lemieux!

Hockey fans get your money out, cause this one is worth the bucks. Loads of new features have been added to NHL '94. Now there are four players with 2-on-2, or any other combination you may like. Other new features include real players' stats from the previous season, including faces and streaks. They also have the new logos and each team's rink music. The level of detail, from the crowd scenes to the control, is great!

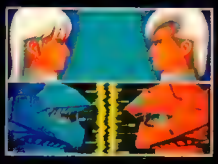
TWO POWERFUL BROTHERS, TWO DEADLY ARMIES, ONE SURVIVOR.

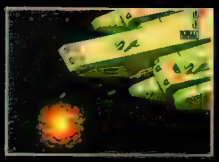
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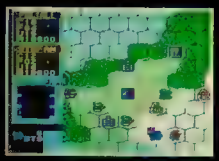
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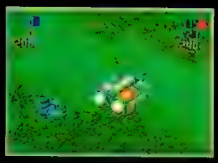
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REVIEW CREW

MAJOR MIKE'S GAME ROUNDUP

Incredible Crash Dummies
LJN / Super NES

The Crash Dummy idea was never appealing, and this version proves the point. This side-scrolling, survive the levels-type game is cute at times, but the poor control and mandatory cheap hits by enemies ruin things. Still, there are a few cute aspects (but only a few). **4**

Hyper V-Ball
Mc O'River / Super NES

This is the Super Baseball 2020 of the volleyball circuit. You can select either robotic or human players. This game did an excellent job of conveying the sport of volleyball on a video game format and is sure to delight sports fans. This is one of the best volleyball video games. **7**

F-1 Pole Position
UBI Soft / Super NES

This is one of the more comprehensive racing games available for the Super NES! There are tons of options, and you select almost every component for your racing machine—gears, steering, etc.—just like buying a real car! The racing itself is very fluid and the two-player is a must. **7**

Wolfchild
Virgin / Super NES

It's got great graphics, and some of the sound effects are dynamite, but Wolfchild loses big in the game play department. The punching and other attacks are awkward. This was a new idea, and the levels are huge, but the overall game is dull and rather unappealing. **5**

Rocky & Bullwinkle
Absolute / Genesis

Double Ugh! This is an almost carbon-copy of the NES version, with the poor control intact! Dig the way Rocky attacks with those antlers and climbs the side of that mountain! The variety of games is nice, but the whole thing looks rushed. And now for something you'll really like... **4**

Genesis | **Sega**

Ranger - X

Action	Release: Oct.
Levels: 8	8 Meg



Ranger-X is a totally intense action/shooter. It has some of the best graphics ever seen on the Genesis, more colors than any other Sega cart. If you look closely, you'll see a lot of little details that make it even better. Unfortunately, no matter how good it looks, the controls are not on par to the game itself. It needs better control, but the visual effects still blow away any other Genesis cart around. Worth trying out

Ranger-X is incredible! It puts the many other action titles like it to shame—and then some! The difficulty is high, but it's welcome in this day of way-too easy games! The colors are simply brilliant, as well. The control can seem a little quirky at first, however. The incredible variety of weapons, the non-stop action and doses of strategy are pretty much unequaled by anything else. Oh so close to a perfect score.

7

The Genesis finally breaks its limited color barrier with more colors than ever! Yeah! I was looking forward to Ranger-X's cart with its all-new colors and excellent graphics, but was very disappointed at how poorly the game plays. Boo! I never got a feel for how to move my ranger around effectively. It would move either too fast or too slow. This is a frustrating shooter that should've worked more on control than graphics.

7

Don't expect a robot game in the order of Cybernator. This robot needs a tune-up bad. It seems to fly all over the place and takes too much time to get used to. It seems the whole game play is spent trying to recover and get control of your robot. The graphics are good and so are the sounds, but the play lacks any real excitement and response. Some may get into it, but it's frustrating to control the guy.

7

Genesis | **U.S. Gold**

Strider Returns

Action	Release: Now
Levels: 5	8 Meg



As a major fan of the first game, I was eagerly awaiting this one. Strider Returns seems to be a longer game, and the music is above average. A lot of voice is also used. The main problem facing this cart, is the fact that the animation is choppy. It seems that a lot of the frames are just ported over from the original, and pieced together sloppily. If that could be fixed, it would be a worthy sequel to the original Strider.

This sequel just doesn't seem to do justice to the original Strider. The graphics are pretty bland and the animation is just way too choppy for a game like this. The music is nothing to write home about, either. Just what is good here? The levels are quite long, but I wish there were more enemies on the screen at one time (too much dead space). The game isn't completely horrible, I just had higher hopes for the sequel.

5

Coming off the very successful Strider game a few years ago, I expected the sequel to blow away the first game. Unfortunately, this cart contains few of the elements that made the first one so good. The control has altered severely, and the sprite quality has also decreased. The only thing that is good in this game is the huge amount of digitized voices—and that's not saying much. I'd pass on it.

5

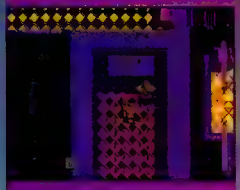
The first Strider, and the arcade classic that it stemmed from, were loaded with wall-climbing and swordsmanship. As a sequel I expected this game to exceed the original. Sorry, it doesn't. Sure the sounds are cool, but the graphics took a bit of a drop and the game play doesn't seem as sharp as it should be. The leaps are a bit hard to control and it doesn't quite have the pizzazz of the original.

5

Genesis | **Electronic Arts**

Technoclash

Action	Release: Now
Levels: 7+	8 Meg



Technoclash plays like a poor man's Gauntlet. It controls too loosely, and the enemies kill you too quickly. The graphics are pretty good, and the many different weapons make an excellent addition to the theme. The audio of Technoclash is OK. The challenge level is very high, because of the tough adversaries. The backgrounds, though detailed, sometimes make enemy shots hard to see. Good but not great.

7

Technoclash is an interesting game. The combination of magic spells and combat action works well, but the game can become boring and repetitive way too quickly. There is a wide variety of magic spells but it's much too easy to get killed by every enemy on the screen. The backgrounds are nicely detailed but it can be hard to see the enemies. Technoclash is a great idea that should be more refined to make it better.

6

Let's see. Good stuff about this game: ... yah. Bad stuff about this game: 1) The sound can really get under your skin with its annoying drone effects; 2) The graphics are not very appealing and are kind of drab and dull; 3) The game's super difficulty setting just doesn't make it fun to play. In a nutshell, this game tries too hard to be some sort of supercharged Gauntlet, but falls way short. Too bad.

5

I love Gauntlet and RPGs, but this game seemed to try too hard. With all the weapons and characters it just doesn't have the playability that an action/adventure game needs. Also, they made this thing too hard, which makes it quite frustrating to play. If the sounds or graphics were exceptional it might have brought my score up, but both are just decent. It's nothing I'd want to spend a lot of time on

5



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REVIEW CREW

MAJOR MIKE'S GAME ROUNDUP

Sorcerer's Kingdom
American Sammy / Genesis

There are basically two types of people for this kind of game: those who love them and those who hate them. If you are in the former, then you will probably love Sorcerer's Kingdom. Plenty of game play awaits the gamer here, so clear the calendar and dive right in. **7**

MiG-29
Domark / Genesis

This game looks as if someone took a Ginsu knife to it—choppy, choppy, choppy! It is like watching a flight simulator movie with every other frame on the film stock missing. Being able to get behind the throttle of a state-of-the-art Russian fighter jet was a good idea, though. **6**

Bill Walsh College Football
Electronic Arts / Genesis

Fathom that, another sports game from EA! The idea of making this with college football teams is almost irrelevant, since it is almost identical to all other football games out there. The game play is solid, just as you would expect from EA, making it a must for football fans. **7**

General Chaos
Electronic Arts / Genesis

This is the ultimate one-on-one "fighting" game! The graphic animations and battles are absolutely hilarious—especially the fist-fights between two individuals! The one-player game is also a blast, with tons of options to choose from. Great for four players with the new tap! **8**

Chase H.Q. II
Taito / Genesis

This adds a nice twist to the usual behind-the-car perspective of so many racing games: you get to bash the criminals to a halt! Being able to use a semi-truck as a police car just adds to the fun! A very good driver from Taito, with a nice twist that will appeal to non-racing fans too. **8**

Sega CD | **Sega**

Silpheed

Shooter	Release: Now
Levels: 11+	CD-ROM



Silpheed has some of the most stunning visuals in a video game. The cinemas are unbelievable. The game itself is other mundane. It is a simple shooter, that seems to lack real interaction with the amazing backgrounds. The game play is solid, however, and there is absolutely no slowdown whatsoever. I only wish there could have been more interaction. If you liked the classic arcade shooters, you'd love this one. They're very similar

Silpheed would have received a lower score if it weren't for the mind-boggling backgrounds. The game is just not exciting enough to warrant a higher score. It's a shooter with simple Bosses and average power-ups. Don't get me wrong, though, I like this game. The cinemas rate among the best I've ever seen and the backgrounds are incredible. I just wish some more emphasis was placed on the actual game.

Finally! A shooter worth buying for the Sega CD! This thing is loaded with cool, full-motion animation from the cinemas to the battle stages. You almost just want to sit back and enjoy the show! One problem I found with the game is you can't really interact with the environments. Also I thought the Bosses could be a little bigger and should have had more intense attacks. It's great eye candy!

I really wasn't impressed with this product after all the hype that was circulating about it. To me it's nothing more than a Galaga game with 3-D polygon backgrounds. Worse yet, the background isn't interactive so the screen is unnecessarily cluttered. The weapons and power-ups leave something to be desired. If you're into the polygon shooters I'd suggest StarFox, but if you need something for CD it's not

---

Duo | **T.T.I.**

John Madden Duo CD Football

Sports	Release: Now
Levels: N/A	CD-ROM



I like John Madden Duo Football. It may not look as good as other football games, but it plays very well. The play selection screen is slightly confusing, but it's only a minor flaw. I especially like the digitized cinemas. They are definitely cool. The cheering of the crowd makes it the next best thing to being at the game. This is the best football game for the Duo. Simply put, it's a joy to play. The Duo needs more games like this.

Wow, I'm impressed! I didn't think Madden on any other format could rival John Madden on the Genesis. The game play is very smooth and the graphics are well done, although the players look more cartoony. The addition of the digitized sequences for the intro and the referee are fantastic. The sound effects are live, as is the cheering of the crowds. Grab the Turbo Tap and get a tournament going with your buddies!

For a Duo game, this is the best one topping TV Sports Football from a few years back. There are tons more plays, along with cool, digitized grunts, hits, and play calling which added to the game. This game actually plays as good as the other EMI games. The one problem I found with the game is the scrolling. It's too choppy and took away from the playability, but that's a minor thing. It's still one to get for any sports fan.

Finally a game for the Duo that plays as good as John Madden. Tons of play options with a sharp referee, and funny grunts and groans add to the appeal of this game. There are plenty of hits and tackles to keep football fans satisfied. The only drawback is the rather weak scrolling effect, but it's a small price to pay for the control and fun of this game. This outdoes all previous Duo football games and is worth it

---

NES | **Absolute**

Star Trek: TNG

Simulation	Release: Dec.
Levels: 20	1 Meg



This game has a few cool features, like controlling all the aspects of the ship, but I felt put off by the many options. There was little explanation of what each crew member did, and under fire this was lethal. Despite the many things to do, I felt as if I wasn't in command. Some of the options were downright confusing. The graphics were simply average. I bet only Star Trek fans will like it. An average title for the NES.

I'm a fan of the Star Trek series and I don't really like this game. The control over the ships' operations was okay, but not very interactive. The crew seems like cardboard cut-outs because they lack the personality of the show characters. The real trouble comes when flying the ship because the control is backwards. You shouldn't push up to fly up. It's very confusing and frustrating, even in the vastness of space.

I would probably like this game if I was a big Star Trek fan, but, as it turns out, I'm not. So I don't think much of this game. I think the graphics are pretty decent, the sounds are okay, and the game plays very well. The many missions are welcome, but after playing a while, they become pretty repetitive and it starts to feel like you've played that mission before. Other gamers beware! Only for major Trekkoids!

I am a Trekkie of sorts so I might be slightly biased toward this game. The graphics and sounds are nothing special, but for fans of the show it's the adventure, not the action, that will appeal to them. You act as captain, controlling the crew, ship, and everything else. It plays like an interactive adventure game, so don't expect too much fighting. Decent for its size but I'd like to see it on the 16-Bit platform with more action.

JVC

SUPER STAR WARS



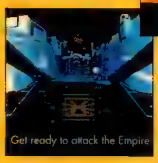
Heroic Battles in a Galaxy Far, Far Away



Cruise through Tatooine in Luke's landspeeder



Battle new alien forms



Get ready to attack the Empire

Take one Corellian smuggler, a kidnapped princess, a clod-kicker from Tatooine and the last of the Jedi Knights and you have the Empire's worst nightmare —a new hope for freedom. Join Luke Skywalker, Han Solo and Chewbacca on the greatest adventure the galaxy has to offer —Super Star Wars

Blast your way through Jawa territory and into a bar room brawl at Mos Eisley Spaceport. Evade lethal storm troopers tenacious alien forms, and and challenge the Lord of the Dark Side himself, Darth Vader.

All this, plus the incredibly intense 3-D graphics, music and sound effects that you would expect on the Super NES and demand from the people who brought you this classic movie saga. So grab your blaster, strap on your light saber and take on the Evil Empire in your quest for galactic freedom!

LICENSED BY Nintendo

SUPER NINTENDO ENTERTAINMENT SYSTEM

REVIEW CREW

MAJOR MIKE'S GAME ROUNDUP

Flintstones
Taito / Genesis

Another great cartoon character bites the dust. Fred's moves (like ducking, running, and powering-up his mighty club—easy, gals), look downright ridiculous. The levels are nice and long, but there needs to be more of them. In addition, the prehistoric End-Bosses are very weak.

5

Pugsley's Scavenger Hunt
Ocean / NES

Here we have another version of the multi-platform game, this one for the good ol' 8-Bit. If you played the Super NES version, there is nothing here that is terribly different, except, of course, diminished graphics and sound. This is one of the better games for the NES system.

7

Aliens vs. Predator
Activision / GameBoy

As if the one for the Super NES wasn't enough, here comes the portable version. Unfortunately, the game plays like it should be on a bigger format—like 16-Bit, maybe. All the action is confined on the tiny little GameBoy screen, and there needs to be more responsive control.

6

Real Ghostbusters
Activision / GameBoy

As opposed to the fake Ghostbusters? Glad the distinction has been made! Run around and grab items while dodging ghosts. Sound routine? You bet! The game is a good time filler, just don't expect too much. This is a game that might really be something on 8-Bit.

6

Global Gladiators
Virgin / Game Gear

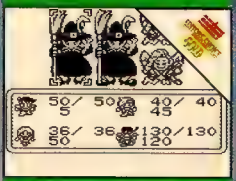
The Genesis version of this title was outstanding, with plenty of action and killer voices, so matching it on a smaller system is quite a challenge. However, this Game Gear version does very well, with huge levels and good control. Fans of the Genesis version should take a look.

7

GameBoy | **Square**

Final Fantasy Legend 3

RPG	Release: Now
Levels: N/A	4 Meg



Though not quite "final," the latest in the Final Fantasy series is really a good game. Surprisingly, the graphics are really nice, considering that it's on the black and white GameBoy screen. This new adventure has the depth and mystery that made the others so cool. The plot line is convoluted, and it's a lot of fun seeing the story unravel. The interface is easy to learn, and makes this cart one of the best GameBoy RPGs around.

I really enjoy a good RPG and this is definitely a good buy. It seems that Square can do no wrong with their RPGs, even the portable ones. This game has a very involving story line to keep you interested, pretty decent tunes, and very detailed graphics add up to a real winner. Some of the little quests can be challenging, so be warned. This is one you won't beat in one sitting. I'll be playing FF Legend 3 for a good, long while.

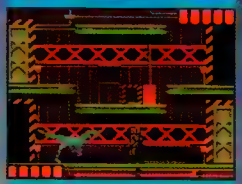
Even though I'm not a big role-playing fan, I really like this game. When an RPG comes from Square, you already know it has to be good. Just like any of the FF games, this one has a long and involving story. There are many intriguing characters to interact with along the way. The graphics are not very detailed, but who cares; it's on GB. The best aspect of the game is the story, which makes it hard to put down.

It's no secret that I dislike the GameBoy in general, but I happen to like RPGs. The question remains, is this game good enough to make me forget the eye strain and green screen? In this case the answer is yes. The story is great and the graphics are good for a GB. If you enjoy running Zelda, this game will keep you busy on those long train trips. I have to admit to liking a GameBoy game.

Game Gear | **Sega**

Jurassic Park

Action	Release: Now
Levels: 5	4 Meg



License name aside, Jurassic Park is a great Game Gear game. The graphics are top-notch, and rival those found on the Genesis. Its control is refined, so it plays perfectly. The jeep scenes are a little weak, and they interrupt the flow of the game. The Bosses of these scenes had too many "cheap hits." The cinemas at the beginning are nice to watch, too. Action fans should like this game. One of the best portable games I've seen.

Jurassic Park is pretty cool. That's it. The graphics are nicely done with the right amount of color. The scenes where driving the Jeep are sort of cheesy and it can be hard to see the dinosaurs because the blurring is pretty bad. The action scenes, however, are better and give you plenty to do in the various stages. The weapons are nice and the dinosaurs offer a true challenge. JP is a good effort and a nice addition to a common theme.

Since I knew this was coming out for the Game Gear, I thought this wouldn't be as good as the Genesis version. With some cool graphics and some okay sound effects, I was surprised. It actually plays better than the Genesis version, which makes up for the 8-Bit downgrade. I miss the ability to play as the Raptor. That was one of the better features of the 16-Bit version which would've been neat to see on the portable screen.

After the Genesis version you'd expect to see something good for the Game Gear. This one won't let you down. The sounds aren't spectacular, but the game plays well and has a good variety of levels from car scenes to side scrolling. Graphics are good for the format and there are actually a lot of weapons to choose from. If you're on the go and need a game for those long trips to Grandma's house, try this one.

Game Gear | **U.S. Gold**

Strider Returns

Action	Release: Now
Levels: 5	2 Meg



Strider 2 is surprisingly better on the Game Gear than on the Genesis. This game plays very well, has enormous levels to explore, and of course...terrible enemies. Sometimes it was difficult to know where to go. Some levels seemed pointless, like the ability to shoot shurikens at the enemies. The sounds need a little work, but not much. Strider 2 would make a good addition to any action player's collection.

Surprisingly, I find this version a bit better than its 16-Bit counterpart. The animation, by Game Gear standards, is fantastic with very little choppiness. The graphics are highly detailed as well. Strider 2 is very playable and offers some great looking and very involving levels. Some of the areas are pretty complex and never over-frustrating. The screen is very blurry at times because the game moves so fast, but I've seen worse.

Quality has taken a severe drop in this one compared to the Genesis version. I've seen better graphics and heard better sound from other Game Gear titles. The only thing that has remained constant is the game play, which wasn't much to start with. It is very annoying when you're hit and get knocked back half a screen. I became very frustrated and I found myself wanting to throw the system to the floor.

The graphics in this sequel took a big nose dive from the 16-Bit version. You'd expect some loss of quality, but this game isn't too appealing. The level scenes look very redundant and get boring fast. Also, the game play suffers from the lagging jumps and flying fall backs when you get hit. It takes a while to get the hang of this and it may not be worth it. The game would have benefitted from more power-ups and detail

AT LAST... USER-FRIENDLY FOOTBALL!

FOOTBALL FURY



Sammy

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EGM's HOT TOP TENS

TOP TEN BOX ART

You can't judge a book by its cover, but is that true for home video games? If the box art for a video game is appealing enough, it may be enough of an incentive for people to buy it. Here are ten box art covers for various home systems that stand out on today's shelves— some of the art is so good it should be framed and hung on a wall!


#1 CONTRA III


#2 CHAKAN


#3 CASTLEVANIA IV


#4 SHINOBI III


#5 SUPER STAR WARS


#6 TMNT IV


#7 LORDS OF THUNDER

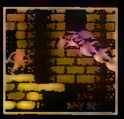

#8 STREET FIGHTER 2


#9 GRADIUS III


#10 STREET FIGHTER 2 - CE

EDITORS' TOP TEN





ActRaiser 2 was numero uno with us this month! Samural Shodown was a very strong second!

#1	ENIX / ACTRAISER 2		
SNES	2 Months		Δ
#2	SNK / SAMURAI SHODOWN		
NEO	2 Months		-
#3	KONAMI / TMNT TOURNAMENT FIGHTERS		
SNES	2 Months		Δ
#4	VIRGIN / ROBOCOP VS TERMINATOR		
GEN	1 Month		-
#5	CAPCOM / STREET FIGHTER 2 TURBO		
SNES	4 Months		▽
#6	KONAMI / ZOMBIES ATE MY NEIGHBORS		
SNES	1 Month		-
#7	JVC / SUPER EMPIRE STRIKES BACK		
SNES	1 Month		-
#8	SEGA / SONIC CD		
GEN	2 Months		▽
#9	INTERPLAY / CLAY FIGHTERS		
SNES	3 Months		-
#10	ARENA / MORTAL KOMBAT		
GEN	2 Months		▽

READER'S TOP TEN

Well, well, well. Mortal Kombat for Genesis took on Street Fighter 2... and won! Not only did it knock SF2 off the top, but now it occupies the top two slots with its brother version for Super NES! Can it beat MK? Stay tuned...

#1 MORTAL KOMBAT / GENESIS



Blood is the big factor in this brutal fighting game!

#2 MORTAL KOMBAT / SNES



No blood? Too bad! It could have been number one!

#3 STREET FIGHTER 2 CE TURBO / SNES



The big MK keeps speedy SF out of the top!

#4 STREET FIGHTER 2 CE / DUO



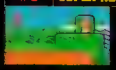
SF 2 is everywhere —even on the Duo system!

#5 STREET FIGHTER 2 / SNES



The one that started it all still hangs onto the charts!

#6 SUPER MARIO ALL-STARS / SNES



This four-in-one cart is a must for Mario fans!

#7 SUPER EMPIRE STRIKES BACK / SNES



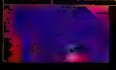
The Force returns with the whole Star Wars gamg!

#8 MEGA MAN 5 / NES



Keep an eye open for Mega Man X coming to SNES!

#9 FLASHBACK / GENESIS



Tied for number nine is the sci-fi fantasy game!

#9 SONIC SPINBALL / GENESIS



Sonic's back—this time in a different kind of game!



EGM'S HOT TOP TENS

REGISTER YOUR VOTE

Let the whole world know what your favorite games are and voice your video game vote! Call the special EGM Top Tens Hotline and register your own awards! Simply call the number below, select your favorite games from the listing, and power on! Then turn to next month's EGM's Top Tens to get the results! It's that easy! CALL TODAY!

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1. SNES / SUPER EMPIRE STRIKES BACK
2. SNES / STREET FIGHTER 2 CE TURBO
3. SNES / SUPER MARIO ALL STARS
4. SNES / STREET FIGHTER 2
5. SNES / SUPER STAR WARS
6. SNES / FX TRAX
7. SNES / OUT OF THIS WORLD
8. SNES / BATMAN RETURNS
9. SNES / ZELDA 3
10. SNES / FINAL FIGHT 2
11. SNES / MORTAL KOMBAT
12. SNES / STARFOX
13. SNES / SUPER TECMO NBA B-BALL
14. SNES / TINY TOON ADVENTURES
15. SNES / BUBSY
16. SNES / CLAY FIGHTER
17. SNES / TMNT: TOURNAMENT FIGHTERS
18. GENESIS / SONIC THE HEDGEHOG 2
19. GENESIS / X-MEN
20. GENESIS / STREET FIGHTER 2 CE
21. GENESIS / JURASSIC PARK
22. GENESIS / MORTAL KOMBAT
23. GENESIS / SONIC SPINBALL
24. GENESIS / FLASHBACK
25. GENESIS / BLOODLINES
26. GENESIS / ROAD RASH 2
27. [illegible]
28. GENESIS / STREETS OF RAGE 2
29. SEGA CD / CD SONIC
30. SEGA CD / SILPHEED
31. SEGA CD / BATMAN RETURNS
32. SEGA CD / REBEL ASSAULT
33. SEGA CD / MONTANA FOOTBALL CD
34. DUO / GATE OF THUNDER
35. DUO / STREET FIGHTER 2 CE
36. DUO / LORDS OF THUNDER
37. NEO•GEO / SAMURAI SHODOWN
38. NEO•GEO / WORLD HEROES 2
39. NEO•GEO / VIEWPOINT
40. NES / SUPER TECMO BOWL
41. NES / SUPER MARIO 3
42. NES / YOSHI
43. NES / MEGA MAN 5
44. GAMEBOY / SUPER MARIO LAND 2
45. GAMEBOY / ZELDA
46. GAMEBOY / MEGA MAN 2
47. GAMEBOY / DR. MARIO
48. LYNX / SHADOW OF THE BEAST

Top Ten nominations change each month with all-new favorites! These nominations are good through October 30.

Callers must be 18 or older. Callers must use a touch tone phone. A service of Sendai Publishing Group, Inc. 1920 Highland Avenue, Suite 222, Lombard, IL 60148

EGM's HOT TOP TENS

Babbage's

America's Software Headquarters

The Top Ten information below is provided by Babbage's and is current as of August 15, 1993

NINTENDO

#1	JURASSIC PARK / OCEAN	1 Month	-
#2	KIRBY'S ADVENTURE / NINTENDO	3 Months	↑
#3	SUPER MARIO BROS. 3 / NINTENDO	12 Months	↓
#4	MARIO IS MISSING / MINDSCAPE	1 Month	-
#5	TECMO NBA BASKETBALL / TECMO	9 Months	↑
#6	BASES LOADED 4 / JALECO	3 Months	-
#7	DRAGON WARRIOR IV / ENIX	4 Months	↑
#8	YOSHI'S COOKIE / NINTENDO	1 Month	-
#9	TECMO SUPER BOWL / TECMO	2 Months	↑
#10	TETRIS / NINTENDO	13 Months	↑

SUPER NES

#1	STREET FIGHTER II TURBO / CAPCOM	1 Month	-
#2	MARIO IS MISSING / THE SOFTWARE TOOLWORKS	2 Months	-
#3	NFL FOOTBALL / KONAMI	1 Month	-
#4	SUPER MARIO KART / NINTENDO	10 Months	↓
#5	DUNGEON MASTER / JVC	1 Month	-
#6	BUBSY / ACCOLADE	3 Months	↓
#7	FINAL FIGHT 2 / CAPCOM	1 Month	-
#8	STARFOX / NINTENDO	5 Months	↑
#9	BATTLETOADS IN BATTLEMANIACS / TRADEWEST	1 Month	-
#10	WWF ROYAL RUMBLE / LJN	3 Months	↑

GENESIS

#1	JURASSIC PARK / SEGA	1 Month	-
#2	JUNGLE STRIKE / ELECTRONIC ARTS	1 Month	-
#3	SHINING FORCE / SEGA	1 Month	-
#4	RBI BASEBALL '93 / TENGEN	4 Months	↑
#5	NHLPA HOCKEY '93 / ELECTRONIC ARTS	6 Months	-
#6	PGA TOUR GOLF II / ELECTRONIC ARTS	6 Months	-
#7	X-MEN / SEGA	5 Months	↑
#8	HARDBALL III / ACCOLADE	5 Months	-
#9	MS. PAC-MAN / TENGEN	1 Month	-
#10	FATAL FURY / TAKARA	4 Months	-

SEGA CD

#1	FINAL FIGHT CD / SEGA	2 Months	-
#2	ECCO THE DOLPHIN / SEGA	2 Months	-
#3	BATMAN RETURNS / SEGA	3 Months	-
#4	TIME GAL / RENOVATION	2 Months	-
#5	JABUAR XJ220 / JVC	4 Months	-
#6	ROAD AVENGER / RENOVATION	7 Months	↓
#7	NIGHT TRAP / SEGA	7 Months	↑
#8	THE ADVENTURES OF WILLY BEAMISH / SIERRA	5 Months	↑
#9	SEWER SHARK / SONY IMAGESOFT	7 Months	↓
#10	AFTER BURNER III / SEGA	4 Months	↑

GAMEBOY

#1	LEGEND OF ZELDA / NINTENDO	1 Month	-
#2	SUPER MARIO LAND 2 / NINTENDO	9 Months	↑
#3	KIRBY'S DREAM LAND / NINTENDO	12 Months	-
#4	SUPER MARIO LAND / NINTENDO	13 Months	↑
#5	YOSHI'S COOKIE / NINTENDO	4 Months	-
#6	STAR TREK: THE NEXT GENERATION / ABSOLUTE	2 Months	↓
#7	TETRIS / NINTENDO	5 Months	↑
#8	NBA ALL-STAR CHALLENGE / LJN	9 Months	↑
#9	BASEBALL / NINTENDO	4 Months	↑
#10	RAGING FIGHTER / KONAMI	1 Month	-

GAME GEAR

#1	TOM & JERRY / SEGA	2 Months	↓
#2	COLUMNS / SEGA	1 Month	-
#3	SONIC THE HEDGEHOG 2 / SEGA	8 Months	↑
#4	OUTRUN EUROPA / U.S. GOLD	4 Months	↓
#5	LAND OF ILLUSION / SEGA	4 Months	↑
#6	TAZ-MANIA / SEGA	7 Months	↑
#7	STREETS OF RAGE / SEGA	7 Months	-
#8	BATMAN RETURNS / SEGA	3 Months	-
#9	R.C. GRAND PRIX / ABSOLUTE	2 Months	↑
#10	ARCH RIVALS / ACCLAIM	1 Month	-

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GAMING GOSSIP

...NINTENDO PACKS IN 64-BITS...
...SUPER STREET FIGHTER HITS BIG...
...HIDDEN CHARACTERS IN MK...
...SEGA FOUR-PLAYER ADAPTORS...
...SKIRTING SEGA'S APPROVAL...
...NEW 32-BIT SATURN INFO...
...UNCLE SEGA GOES TO MTV...
...NEW SOFTS SET TO HIT SOON...

...Hey, Quarter-Fans, the one and only guru of gaming gossip has returned in a new and improved package that leaves me tinglin' all over! What can I say, buds, but the combination of my Q-Wisdom and super insight guarantee you an inside peek into everything that the gaming biz has to offer. The lead-off story this month is the Q's hands-on taste test of the equally good looking upgrade in the Street Fighter 2 saga! Combined with Quartermann's usual mix of video nastiness, this special edition has more info than you can pound a pickle at....Here we are Quarter-Maniacs, the walls have been broken and the tinted windows smashed! Super Street Fighter 2 is unleashed, with new moves, refined graphics, and four new characters taking the fight to a quartet of new locations around the world! Check out a complete review elsewhere in this mag and rest assured, the Q-Mann put this monster through its paces to give it a big thumb's up! Sure, the game doesn't change a whole lot from the original sequel, but the combo of changes and new sights make this a worthy follow-up and a tasty precursor to the real Street Fighter 3 that someone close to the Q says is closer than you think...

...Meanwhile, for all you hardware heads, the Q was front and center in the big J when Nintendo unveiled plans to launch their big league bats against the impending 3DO mega-machine. Teaming with Silicon Graphics sure sounds nice, but will we actually see the machine in '95 like the Prez sez? Or should we wait until the CD-ROM hits the street? HA!...What's that I hear? Yeah, sure, we've all taken out Reptile in Mortal Kombat, but did the Q-Mann's collection of gaming gladiators tear open another hidden character? Ermac is a definite, but did I see someone else lurking in Sonya's uniform...? Problems from Sega Land: Chapter One - Looks like Sega and EA could find themselves locked in another battle with neither side able to come to terms with a four-player adapter that everyone can enjoy. Instead of working it out, however, the two sides are hammering out, you guessed it Q-Friends, two distinctly different versions of the same thing. Wait, it gets much better! Both multi-taps will be incompatible with each other, leaving fans of the Arts' sports titles requiring a different plug than the Sega lineup and Tengen's Gauntlet 4...Look for Virgin's Spot to dig into more colorful antics next year with a loaded-out sequel now in development for both the Super NES and Genesis...Another game destined to be seen again is Sunsoft's Taz title! This game has become an underground sensation, but the follow-up will have a slightly different style and tone to the play...Other news from the Sunsoft are another Super-man game from the "Death of Superman" story line and a line of carts using the Justice League characters...

...More problems in Sega Land: Part Two - The Q-Mann has uncovered a legal loophole that many independent Genesis cart publishers are utilizing to get around the approval process —and to get their games onto store shelves without the fascist ratings emblazoned on the box! Accolade, EA, and other licensees are also circumventing Sega's approval process! Yes, that is sweat you see rolling down the Sega white shirts' brow...Ken Lobb, the wizard of game design who managed to steer Namco toward some of their best titles is on his way to Nintendo to head up project development for the big 'N! Way to go big K., save me a coffee in Seattle...Back to Super Street Fighter 2 for a quick second. The Q-Mann has just learned that a development team has been put on, yep, you called it, the Super NES edition of the follow-up of the year...The bow tie boy gets the can from TH*Q! Howard Phillips, fresh from TH*Q and LucasArts and Nintendo (where he was the ultimate vid geek), has joined the Absolute team. No, he's not slamming back the booze, he's at Absolute Entertainment making new tank simulators or plane simulators or whatever it is they do there...While we're on the subject, could it be that things have soured between TH*Q and Malibu Graphics, the powerhouse behind this summer's blockbuster line of "Ultraverse" comics?...The Q-Mann hears that the hottest new video game company on the upscale scene is definitely Crystal Dynamics. They've stolen away a top movie boss, put together a high-priced team of producers, and pointed their big guns almost exclusively at Trip Hawkins' 3DO system. The result? Crystal Dynamics is the darling software pumper of Wall Street...Contrary to what the Brits have to say, Sega's upcoming Saturn system WILL be downwardly compatible with the Genesis and clock in at around 400 bucks and feature some cool enhancements ranging from on-screen color calibration to a "code card," which will be used as part of Sega's expanding plans to conquer cable TV...

...Word from the road was that Nintendo's train trip was a power fest of gaming eds that lost their bunks along the way to L.A. Whose idea was that anyway?...Look for a new video game developer, Buzzcut Software, to get into the game with a number of high profile licenses from the movie and comics industries...Look for Virgin to capture the rights to the upcoming sci-fi flick, Demolition Man, due out October 8. The game won't hit for some time, but the movie, which Q-Mann previewed recently, looks like a complete trip...Atari is said to have scored a retailing hit with rumors surrounding the capture of shelf space at Toys 'R Us! If it turns out to be true, it represents one of the best steps forward for the upcoming Jaguar hardware...Say it ain't so! Uncle Al has bailed from Sega for the richer pastures of MTV-Land! Actually, he's heading up Viacom's new gaming division after that company gobbled up ICOM Simulations...

...That sums it up for this installment of the Q-News, so be sure to dig into EGM for the first info on Super Street Fighter 2! Also, find the hidden pig and you'll win a special prize hand-picked by the Quartermann himself! The Q-Mann guarantees it's more fun than eating paste!...

- QUARTERMANN



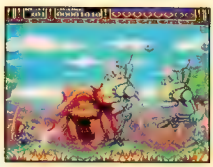
WHEN CONFRONTED WITH DANGER OPOSSUMS WILL OFTEN PLAY DEAD...

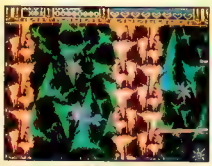
THIS ONE GOES





It's Sparkster™ the Rocket Knight, the most amazing opossum ever to rocket to stardom! He's the star of **Rocket Knight Adventures**™ for Sega™ Genesis™. And he's got pumped up personality, warp speed and quick wits.

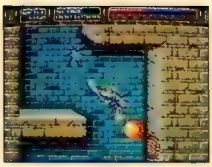




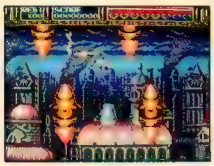
Konami Game Hint and Tip Line: 1-900-896-HINT (4468). 70¢ per minute charge. Minors must have parental permission before calling. Touch-tone phone required. Rocket Knight Adventures™ is a trademark of Konami (America) Inc. Sparkster is an official Konami character and all rights are reserved. Konami is a registered trademark of Konami Co., Ltd. © 1993 Konami (America) Inc. Sega™ and Genesis™ are trademarks of Sega Enterprises Ltd. All rights reserved.

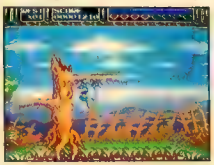
BALLISTIC.



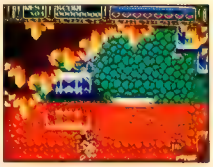


Blast off into 7 epic stages of adventure and go hog wild against the hugest, strangest pig creatures imaginable. They're after the mysterious Key to the Seal once handed down by the brave founder of Zebulous. In the wrong hands it will unleash total destruction. Through every stage Sparkster moves, flies and rides in new directions to escape opossum punishment. Will he hang tough? You bet, 'cause his talented tail can get a grip on all kinds of hairy situations.





You're the thrust-meister controlling our hero's jet pack and his assault sword. And you better kick some pork butt because Sparkster's animal magnetism attracts mechanized pig mutants like the Giant Pigbot and the Drill of a Lifetime. You'll go gonzo over spectacular new graphic techniques like the mirrored lava pools, the rotating gravity room, and Axle Gear's massive laser blaster



That's only some of what awaits Sparkster the Rocket Knight. So rustle up some courage and launch into the most animalistic action this side of Zebulous.

KONAMI®

PRESS START

ATARI UNLEASHES THEIR JAGUAR!

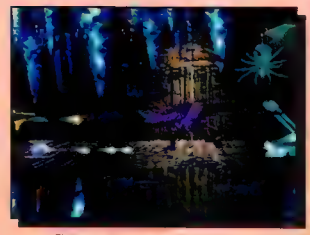
On August 18, 1993, Atari removed the wraps from its top secret 64-Bit Jaguar game system and your editors were there for the unveiling. We also were able to spend a couple of hours playing two of their carts, and overall, the system has potential.

Perhaps most impressive was the price—$200, which puts the Jaguar in direct competition with the Sega Genesis and Super Nintendo this Christmas. The system will first be rolled out in New York and San Francisco next month, with national distribution scheduled for Spring 1994. Also scheduled with the system will be one controller/keypad and a game, probably 'Trevor McFur Saves the Crescent Galaxy'.

A CD player will be available for the system in 1994 and Atari expects it to cost between $250 and $350. Five games are expected to be available at the launch and should cost between $40 and $70. When questioned about third-party licensees (one of the problems with their Lynx hand-held games) Atari would only say that there are "less than 20."

The system has some pretty impressive numbers. 64-Bit RISC multiprocessor, 16 Megs of D-RAM, expandable controller ports that can support digital and analog interfaces like keyboards, lightguns, and mice. This adds up to a pretty potent machine. The cartridge capacity is 48 Megabits when uncompressed and can reach 400 Megabits when compressed. The controller grabs your attention with its three fire buttons and a 12-key keypad for use with game overlays.

A system is nothing without good games to play. Although early in development, the two carts we were able to play were not very impressive. Granted they had tons of colors, but the side-scrolling shooter was very basic and had little parallax scrolling. The 3-D Wolfenstein-type game was OK but nothing that hasn't been done already on the Super NES. As more carts become available we'll report back!

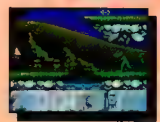


Trevor McFur is a graphically impressive, side-scrolling shooter.

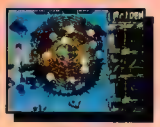


The Atari Jaguar is nearly finished and ready for a Christmas release.

UPCOMING TITLES



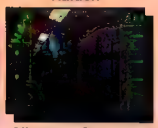
Evolution: Dino Dudes



Raiden



Tiny Toons

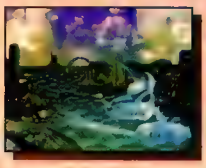


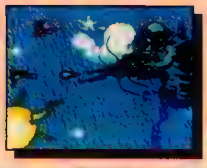
Aliens vs. Predator





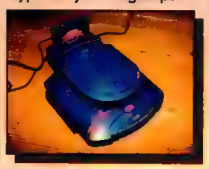
The controller has a unique design with its 12-key keypad at your fingertips.











SIZZLE IN THE SAND!











Or get scorched on the court! It's your choice! Play on a six-man international team that plays on the hardwood courts around the world, or play two-man Beach Volleyball mode for thrills and spills in the sand. Either way, the hottest sports simulation for the Super NES will keep you coming back for more!

- Digitized graphics and super fast action highlight the play!
- One or two players compete against each other or both vs. the computer!
- Built in Training Mode teaches all the Bumps, Spikes, Serves and Saves to make you the Champion!
- Take your team all the way to the finals in your quest for the Gold Medal!

1 OR 2 PLAYER MATCHES

SUPER NINTENDO ENTERTAINMENT SYSTEM

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ACTIVATOR ROCKS!

On August 30, Sega of America visited the EGM offices to give us a demonstration of their Activator. The Activator is an octagon-shaped unit that sits on the floor. Infrared beams project up toward the ceiling. While standing in the center of the Activator, you simply move your hands and legs to move the on-screen characters and activate the A, B, and C buttons.

After a quick run-through of how the machine worked and which panels corresponded to the buttons, it was time to let the editors give the Activator the test. The first game was Sega's own Streets of Rage 2. Although it felt a bit awkward at first, it soon became natural to move the SOR characters around the screen. The best part about the Activator is that you can do moves not possible on the controller, like making Axel moonwalk around the screen.

We also used the Activator with Mortal Kombat and Street Fighter II: Special Champion Edition. It was a blast learning new combos by using your own body. The Activator will be available in November with a suggested retail price of $79.99. While a cart isn't included, a 'moves' book for many of the most popular games will be packed in. Definitely a must-have!



Assistant Editor Howard Grossman gave the Activator a thorough test.

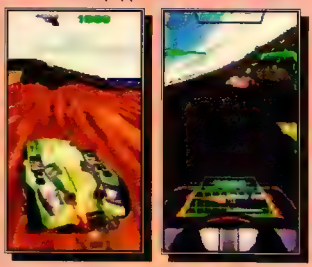
EGM GETS HANDS-ON TEST OF THE 3DO!

The Panasonic 3DO Multiplayer is still running strong. Ed Semrad visited with Panasonic for a hands-on test of this remarkable new system. Panasonic reported that the 3DO player will carry a suggested retail price of $699.95. The real surprise was learning what game will come packed with the system—Crash 'N Burn from Crystal Dynamics. This incredible racing game offers visual sights and sounds usually reserved for arcade games! The second pack-in disk includes a video and audio CD sampler that shows off some cool features the 3DO can do.

Set for an October release, the 3DO will come equipped with all the necessary cables and one 3-button controller. Panasonic will also offer additional controllers with long, 7.5 foot cables for a suggested retail price of $39.95.

Early next year, Panasonic also plans to introduce an optional Full-Motion Video cartridge which allows the 3DO to play full length motion pictures. The 3DO comes equipped to play Photo CD disks already.

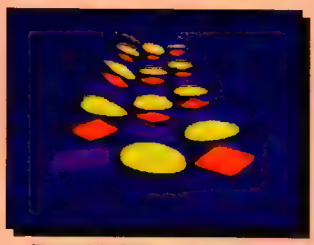
The best news is that the system is everything that it was cracked up to be! Previously, all games were played off an ultra-fast development system and no one could really tell what the system could do by itself. Believe me, nothing on the planet can equal the 3DO! Wow!



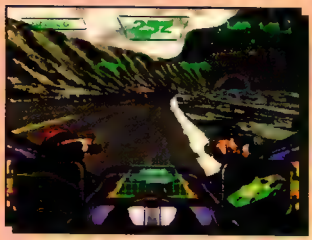
Crash 'N Burn has become the 3DO's pack-in video game.



Panasonic is ready to take on the video game world with the powerful 3DO!



The pack-in CD sampler includes a demonstration of the 3DO's abilities.

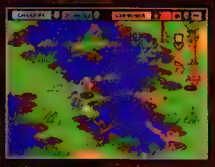


Incredible background effects and smooth scrolling are common to 3DO.

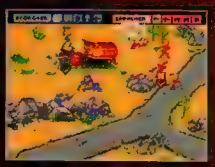


My buddy quit smokin'...

...after an









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hour or so.

What Firepower! What Destruction! What a Party! It takes a mercenary's instincts and a warped mind to command the forces of General Chaos against General Havoc's storm troopers in this manic 1-4 player action game. Your enemies are tough- dispatch one of four assault squads to tenderize them. Charbroil them with flamethrowers or get a grip with hand-to-hand combat. Remember, the only rule is there are no rules!









ARCADE ACTION

RIDGE RACER

Hey there arcade junkies! In this month's installment we'll be highlighting Namco's latest racing tour-de-force, Ridge Racers. This incredible title follows along the lines of Sega's Virtua Racing but improves on the graphics by using some of the most advanced circuitry ever seen in a coin-op.

The action takes place in various settings such as city and country environments, complete with long winding tunnels and expansive bridges. The cars and the backgrounds look so realistic and fluid that you'll be totally amazed!

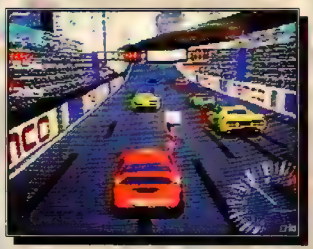
The tunnel sequences are real nail-biters because you have to not only avoid the other cars, but also an assortment of road hazards such as construction signs, speed bumps, and guard rails from Hell!

As for your competition—needless to say that they are some of the best drivers the world has ever seen! Take care driving around corners and going into turns because the other racers are completely relentless. Also use caution around areas where there is heavy road construction. There are many traps you may encounter. Some of these are warning barricades which will cause your car to spin helplessly out of control. Remember, if you lose control of your car, quickly counter-steer in the direction of the spin. The tracks themselves are very challenging and offer a high degree of difficulty.

On-screen, you get a speedometer, a shift graphic to help you with changing gears, a model of your track, and a time and position indicator. All of the controls are cleanly placed and make for quick learning. You'll really have to be quick to win your heat! Actually, you'd better be quick just to get to play because Ridge Racers is awesome!



It's just you and your souped-up vehicle in this truly awesome racing challenge!



The scenes within the city are rendered to provide a very high degree of detail.



Your opponents are cutthroats! Watch out for them in the turns.

AAMA
AMERICAN AMUSEMENT MACHINE ASSOCIATION



Check out the detail in the background animations! Too good to be true!



Better steer clear of those guard rails! Stay away from the various obstacles.

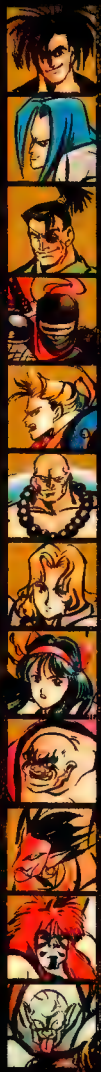
The Future Is Now
SNK

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FROM SNK'S 100MEGA SHOCK SERIES:
"THE MOTHER OF ALL FIGHTING GAMES!"

Samurai, Ninja, and Knights gather in Japan, the land of mystery and magic, to lock horns with and defeat the malevolent "Satan's Shogun"!

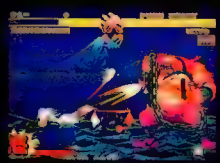




SUPER HIGH TECH GAME
NEO·GEO™

SNK HOME ENTERTAINMENT, INC.
SNK CORPORATION OF AMERICA
20603 EARL STREET, TORRANCE, CA 90503







VIRTUA FIGHTERS



Get ready for a brand-new type of combat on the planes of virtual reality!



Score hits by using a combination of punches, kicks, and throws.

And now, from EGM's "...and you thought that you'd seen it all" department comes Virtua Fighters from those masterminds at Sega! Let's cut right to the chase here. Check this game out to appreciate just how far video games have come in the last eight years!

Virtua Fighters will strike you first as an incredible display of technological wizardry. You simply have to see this game in action to fully appreciate what Sega has done here. The animation is so fluid and lifelike that you'll immediately bellow out a reverberating, "COOL!"

Once you finally conquer your amazement at the graphics of Virtua Fighters, you'll find that the game play is equally impressive. You can play as any one of eight computer rendered characters, each with a fighting style all their own.

Also adding dimension to this game is the movement of your viewing perspective along various axes. Your viewpoint swings to and fro, depending on your fighter's location. It's a cool effect!

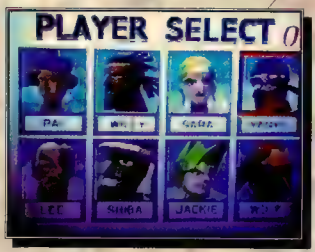
The playing fields change with every different match, and some of the backgrounds are very beautiful. They definitely give the game an aura of mysticism (ooooh!).

To get a victory, you can do a couple of things. First, you can simply beat the bejezus out of your adversary. Second, you can score a "Ring Out" which is accomplished by knocking your opponent's butt right out of the fighting area. This is a lot harder than it sounds, though!

After you win a bout, you are treated to an instant replay of the KO. The instant replay is neat because you get to see the action in multiple viewpoints, all the while rotating at nauseating speeds around the ring. This is really something of a gimmick, but it looks damn cool anyway!

Virtua Fighters also boasts some of the most advanced hardware ever seen in a video game. Its advanced processors enable it to run faster and display smoother animations than any other virtual-type arcade game in existence. Essentially, this coin-op would have been considered an impossibility just a few years ago!

Take a long gander at Virtua Fighters by Sega and appreciate it for two things. First, it's a way-cool fighting game. Second, and maybe most important, it represents how far the gaming industry has come since the days of Space Invaders, Pac Man, and Tempest. Virtua Fighters gives us a good taste of things to come in the future.



Choose between 8 computer generated fighters with unique fighting abilities.



A roundhouse to your opponent's midsection will knock him out of the ring.



Throwing your opponent out of the ring will score you a "Ring Out" victory.



Keep an eye on your power meter for an idea of how much energy you have.

GET A GRIP!

Wanna go pro? Prepare to do some smashin', some servin' and a whole lotta slammin'—in the hottest *split-screen* tennis game on the video-game market.

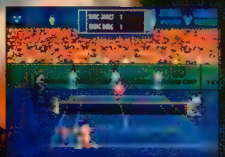
Develop a wicked backhand against the automatic serving machine in Training Mode. Then serve and volley against the world's best in a country-wide run for the *Davis Cup*™—the most coveted prize in all of tennis. Or live the life of an international tennis star and smash your way to the big bucks...and the world championship.

Come on, Ace. It's your serve–Get A Grip!

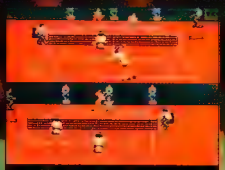
Featuring:

- Only tennis game with 2-Player *split-screen* action.
- Complete support of Sega's new *six-button* controller.
- Four playing surfaces—*clay court, hard court, indoor* and *grass.*
- Total ball control—from top-spin to drop shots to overhead smashes.
- *Training, Exhibition, Davis Cup*™ and *Championship* play modes.

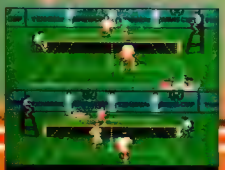
DAVIS CUP™ TENNIS



Keep 'em in "love" with your turbo-powered slams, surface-searing serves and ball-busting backhands.



Be a king on any court: Indoor, grass, hard court... or scuff up the red top in some tread-wearing clay play.



Take on the top seeds, or grab a buddy and volley for the Davis Cup™ as the hottest doubles team in the world.

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1 OR 2 PLAYERS

SEGA ARCADE PAD RECOMMENDED



Hot games are great — but this one's a scorcher. Screamin' cars and guitars make Rock N' Roll Racing a sizzlin' success. One- or two-player action lets you go head-to-head with a most gruesome field of lead-footed crazies alone or with a friend. The futuristic fun begins with five lean, mean racing machines that will annihilate the competition — and leave a dust trail all the way to the checkered flag. And, the totally awesome rockin' soundtrack will blow *you* away. So, crank up the tunes and strap yourself in, 'cause this is the wildest ride in the universe!

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Silicon & Synapse, Inc.



CRITIC'S CHOICE

"A hot racer that will knock your socks off plus great commentary by Larry Huffman! What more could you ask for?"

Electronic Gaming Monthly

"This game is a blast, whether you're tapping your foot to the Peter Gunn theme, sailing off the track to a fiery demise, or taking out your competition with a rogue missile."

Game Informer

"Rock N' Roll Racing gives you that adrenaline rush that is so seldom found in today's flashy 16 Bit games...This is what a SNES game should be."

DieHard GameFan Magazine

"Graphics, music, sound control and fun...it doesn't get any better than this!...Interplay is known for producing quality titles and Rock N' Roll Racing is now the best in their stable."

DieHard GameFan Magazine

"If you like hot, futuristic racing action mixed with heavy-duty firepower and topped off with a kickin' soundtrack, you're gonna love this one."

Game Players Nintendo/Sega Magazine

"From the moment the Interplay logo appears on the screen...this game has you by the intestines, and, dude, it doesn't let go!"

Electronic Games

INTERNATIONAL OUTLOOK

9 GAMES PREVIEWED!!!
Martial Champions, Ninja Warriors, Rockman Soccer, Fatal Fury 2, Goemon 2, Record of Lodoss War, Twinbee Rainbow Bell Adventures, AX 101, Popful Mail.

INTERNATIONAL NEWS

Welcome to yet another International section kiddies. As you can probably tell, I'm exhausted. I just came back from the Shoshinkai Show, where Nintendo and their licensees showed off the newest titles to be coming out for the Super Famicom and GameBoy. Besides finding some great titles, I managed to get some major news.

Nintendo and Silicon Graphics Inc. signed an agreement that they will be working on a 64-Bit Nintendo machine dubbed the **"Project Reality."** This super machine is the first application of Reality Immersion Technology, a new generation of video games that allows players to enter a real time, three-dimensional world.

This system will first hit the arcades in 1994, and then the home market (including the U.S.) in late 1995. And guess what... the target price they're shooting for is less than $250.

How good is it? How about specs like a clock speed faster than 100 MHz; more than 100,000 polygons generated per second; a processing speed that exceeds 100 Million Instructions Per Second (MIPS) and real time anti-aliased 3-D texture mapping for super high resolution graphics! Sounds too good to be true!

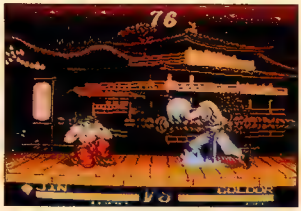
WORLD NET

Konami of Japan

Martial Champions

Super CD-ROM	CD-ROM²
Fighting	
Unknown Release	Unknown Price

Not to be outdone by Street Fighter 2 or Fatal Fury, Konami comes out swinging into the intensely competitive field of one-on-one brawlers. This savage CD is almost a letter perfect translation of the arcade version that's only been out for a few months. There are ten unique fighters from which you can choose, including a Karate master, an African tribesman, a Kabuki fighter, a one-eyed mercenary, a steel-clawed fiend, and even two bodacious butt-kicking tough ladies. For the single player mode, you start with a field of eight fighters who must battle their way up in playoff style. The one victor out of these original eight must then scrap the two remaining fighters. If you have what it takes to get past these two, you have your final showdown with Salamander, a scar-faced martial arts champion behind this international tournament of over-the-top violence. There's also a two-player mode where you can go against a pal for some serious head-to-head brutality.



Use special moves like this force wave to knock your opponent down.

Unlike SF2, there's no need to spring for a 6-button pad—this game plays on the standard 3-button pad. Of course, there are combination moves so you'll be certain to have your hands full learning the many techniques needed to become a master. Let's hope this game makes it to the Duo for some blister-popping action!



Fight in front of scenic places in every match. Recognize this one?



Watch out for that guy's sword. One slice, and you lose a lot of life.



Hoi slides at Racheal, attempting to get in a few quick hits.

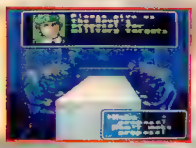
IT'S TIME TO PICK A WINNING TEAM!



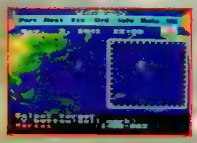
P.T.O.™

Pacific Theater of Operations

IT'S 1941 and the U.S. and Japan are preparing to clash. The goal is to control the Pacific! The game schedule is exhausting: Pearl Harbor, Midway and the Philippines for starters. Both teams have great captains, fantastic rosters and the best equipment around. The Americans can depend on the Yorktown, Hornet and Nevada to run successful battle plays that will amaze their opponents. But don't count out the other team quite yet. The Japanese carrier force can quickly make up lost ground by running secret plays or handing off tough missions to their top-notch kamikazes. The starting gun is about to fire. It's time to pick your team colors and hit the battlefield. Good luck!



SET MILITARY OBJECTIVES.



SELECT TARGET DESTINATIONS.



EXECUTE SEA COMMANDS.



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This is first-person, in-your-face, eyeball-to-eyeball, full-motion 3-D action like you've never experienced before.



JP in 3-D.

If the movie shook you, Jurassic Park for the Super NES will rip you apart.

ocean

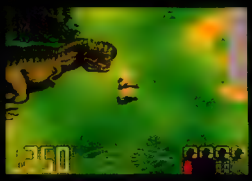
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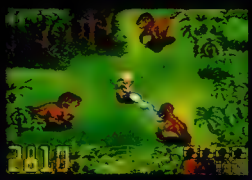
ENTURE OF ALL TIME...



If you thought the movie was hot... Wait until the razor-sharp intensity of full-motion 3-D graphics gets a hold of you!



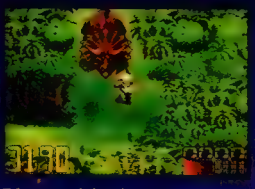
Hey Dr. Grant! Never underestimate your opponent... Especially when he's 20 feet tall and weighs over seven tons.



Meet your chefs... The Raptor slices and dices you, while the Spitter waits to baste you in his venomous marinade.



No more plain polygons or simple two-dimensional sprites! Ocean's exclusive, technically advanced graphics engines deliver REAL 3-D dinosaurs in a solid, dynamic and fully interactive universe.



Triceratops is heading your way! Restore island security and re-arm the voltage gates. Remember: the only good dinosaur is a fried dinosaur.

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SUPER NINTENDO
ENTERTAINMENT SYSTEM

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INTERNATIONAL NEWS

August 19 in Tokyo dawned unseasonably damp and cool. However, at Kokugikan, the hall of sumo, the temperatures soared for the gathering of the country's best SF2 Turbo warriors.

Over 6,000 gamers from all over Japan came together to test their skills on the hottest Super Famicom title of this year. Of these participants, half were from victors of local competitions held at game shops and toy stores. The remaining half were selected randomly from mail-in entries. Together with the combatants, another 5,000 people packed the hall.



Thousands of players battled for the coveted title of SF2 champion!

Capcom USA's entourage, including President George Nakamura and VP Joe Morici, were impressed by the amazing turn-out and displays of Capcom banners and balloons bearing SF2 characters, with one notable exception (E. Honda was barred from the site because his painted face was considered a sacrilege to the Japanese national sport). Joe Morici stated, "This is really spectacular. It would be great if we could do this in the States."

The tournament began at 9:30am sharp where the mail-in entrants went through elimination rounds. The winners of these rounds met the local champions.



Taito of Japan

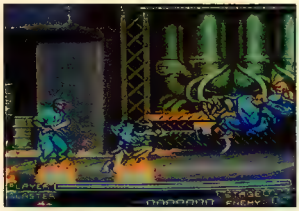
The Ninja Warriors

Super Famicom	
Action	
January 1994	¥9300

Straight out of ancient Japan, ninjas return as bio-mechanic cyborgs in the modern day to take on an evil organization bent on world domination. They must use strength and skill to survive the many rigors. As the sequel to the arcade hit, this new version gives you the choice of three ninjas, a hooded semi-cybernetic guy, a blonde-haired Kunoichi woman and an almost fully mechanized being. This cart contains some of the best graphics around. The challenge of all the levels and nasty enemies make this game much better than the arcade original. With lots of moves, and big characters, this wicked game is a real treat.



This ninja has a long reach. Perfect for batting enemies away like flies.



This warrior is almost totally inorganic. He's slow but very powerful.

Capcom of Japan

Rockman Soccer

Super Famicom	
Sports	
January 1994	¥9500

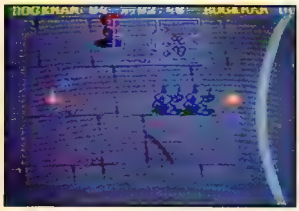
One of the best kept secrets is that Capcom of Japan is working on a sports title featuring Rockman. (You probably know him better as Megaman.) This funky soccer game has Megaman and the other robots going against each other on the field.

Pass, dribble, or trap the ball just like in any other soccer game. Try to get as many goals as you can, and become the best team.

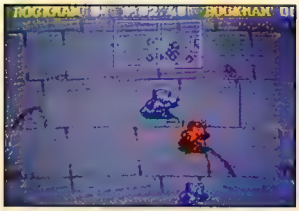
Capcom of Japan has been very hush hush about this cart. Supposedly, Rockman Soccer will have a two-player mode so that players will be able to play against each other. That would be cool.

As you can tell by the pictures below, Rockman Soccer looks very good. The animation is seamless, and at times, comical.

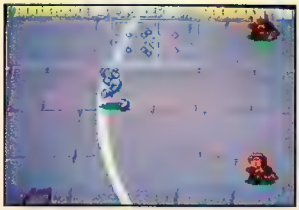
This is a fresh new look at soccer, and a fun one to boot.



Teamwork and passing is essential if you are to win the game.



Go up against other Rockmen on the field. There can only be one winner.

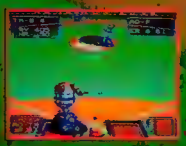


Trap the ball with your chest so you can get control over it.

2020 SuperBaseball™

THE FUTURE OF BASEBALL IS HERE!!







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TRADEWEST

INTERNATIONAL NEWS

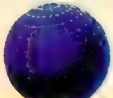
The competition reached a fevered pitch by five in the afternoon when 32 warriors faced off to decide the Japanese best. Included among them were Norio Matssuzaka, last year's champion who favored Dhalsim, and Hiroshi Ishikawa, the '92 runner-up. Amazingly, both were dethroned in the first round of the final stages. Ultimately, 17-year-old Takahiro Nakano, using Sagat, pounded Akihiko Kitamura's Ryu into submission to emerge as the Turbo champion. For his feat, he was awarded a cool, black, jean jacket with SF2 patches, a mountain bike and trophy by Capcom president Keizo Tsujimoto.

Also at the event, Capcom Japan formally announced the coming of an animated movie based on SF2. The *anime* will feature not only the 12 characters from Champion Edition, but also the four new characters from the arcade Super SF2. The *anime* will be produced by Kenichi Imai who is also working with Hollywood producer Edward Pressman on the live action version, to be directed by Steve DeSouza (scriptwriter for Die Hard and Die Harder). The story, though still-shrouded in mystery, focuses on Ryu's battles against M. Bison who is genetically engineering the ultimate fighter.





Takahiro Nakano (the contest winner), and Capcom Pres. George Nakamura.



WORLD NET

Hudson Soft of Japan

Fatal Fury 2

PCE Arcade CD	CD-ROM²
Fighting	
4th Quarter '93	¥6000

It is no longer rumor—Fatal Fury is coming out on CD. Using the famed Arcade card, you can battle against an opponent in an almost exact replica of SNK's terrific fighting cart.

Choose from the three original characters: Andy, Terry, and Joe, or... select from the new cast of characters, including Jubei, Kim Kapwan, and Big Bear. All the character moves are intact, with even the super-special moves still possible to do.

If you don't have the bucks to spring for a Neo, this version has just as much bang to it. Also in the works, World Heroes 2 and Art of Fighting; both look really good.



Terry mauls Joe Higashi with his Rising Kick. Will Joe recover?



Andy prepares to Choetsuhadon Kim Kaphwan out of his death attack.

Konami of Japan

Goemon 2

Super Famicom	Super Famicom
Action	
December	¥9800

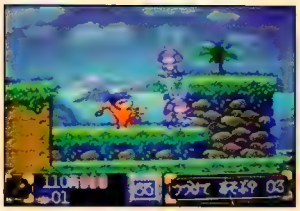
The Legend of Mystical Ninja was a sleeper hit in the States, attracting players with its comical Japanese theme and many types of game play. This cart was known as Goemon in Japan. Now, Konami of Japan is bringing out the sequel to this game.

Goemon 2 looks even better than the first version. Expect to see all the little quirks that made the first one so fun. There are many different types of game play, including a new 3-D scene. Goemon 2 could be one of the best games of the year.

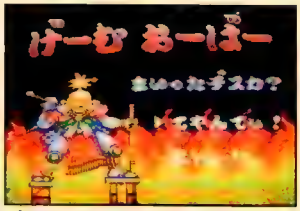




Explore the land with a friend or alone. It's fun either way you play it.



This is the continue screen. Exciting, isn't it? Fascinating!



Club the bunny men till they drop. Hey, they'd do the same to you.

TRADEWEST PRESENTS

THE ADVENTURES OF PLOK™



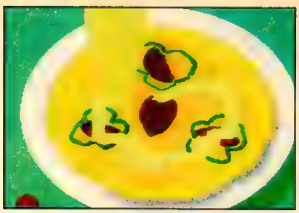
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TO BE CONTINUED...AT A RETAILER NEAR YOU!

INTERNATIONAL NEWS

Nintendo linked up with Ajinomoto, one of Japan's top food companies, to create a Super Famicom game on mayonnaise. Called Motoko's Wonder Kitchen, this cart is a point-and-click adventure game that guides Motoko, a cute little girl, on a quest in fantastic worlds to seek out ingredients for making delicious food like pineapple salad, mayo omelets, and tomato gratin. On her journeys, she will encounter many delightful characters and see interesting sights. She will also learn many facts about mayo. Once she has collected the ingredients, she has to prepare the dishes in the kitchen. When the dishes are done, she has to top them off with mayo. This is much easier with the mouse, then it is with the control pad! This game, unfortunately isn't for sale. Ajinomoto has made just 10,000 for use in a lottery contest. People have to send in two proofs-of-purchase seals from Ajinomoto Mayo to enter the contest.Over the five months of the contest, 2,000 prizes are given away monthly. You can bet serious fans and collectors are suddenly consuming lots of mayo!







WORLD NET

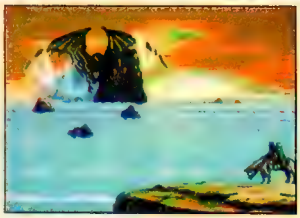
Sega of Japan

Record of Lodoss War

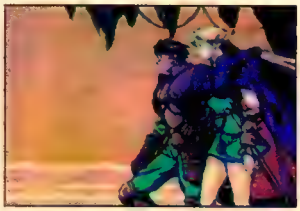
Mega-CD	
RPG	
Unknown Release	Unknown Price

Hot from the animation scene, Record of Lodoss War comes to the Mega-CD. While still in its early stages of development, you can expect to see an epic quest, similar in style to Dungeons & Dragons. As can be expected with a CD game, there will be plenty of riveting cinemas which will draw you further and further into a complex and involving plot line.

RPGs have been quite rare on the CD format, and a good one like this should please role-playing fans. If you've seen the animated series, you'll know what to expect in the near future. Do you have what it takes to rid the realms of evil?



Dragons rule the Earth, undaunted by mankind's many armies.



Cinemas bring Lodoss War's story alive with animation.

Konami of Japan

Twinbee Rainbow Bell Adventure

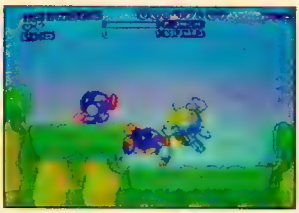
Super Famicom	
Action	
December 93	¥9000

Twinbee Rainbow Bell Adventure is Konami's latest cartridge with that unusual little mech. The first thing that comes to mind, upon seeing this game, is that it's so darn cute.

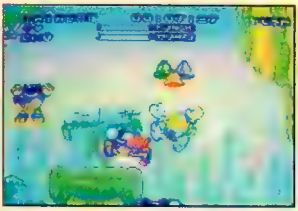
This side-scrolling adventure starts where the shooter left off. You'll face similar enemies, but this time you have a few tricks up your sleeve. When in doubt, you can whip out your trusty hammer, and pummel the baddies. Remember, Twinbee Rainbow Bell Adventure is not a kiddie game. Don't be fooled by its looks.



Select your Twinbee, and prepare yourself for a hilarious adventure.

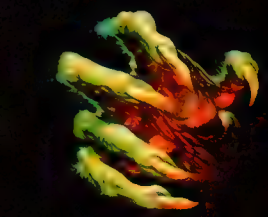


Smack the enemies with your hammer to stop them cold in their tracks.



You'll lose your precious bells if you accidentally get hit by a bad guy.

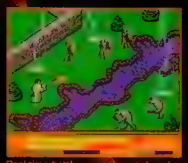
SUPER NINTENDO ENTERTAINMENT SYSTEM







YOU AND THE FAIR MAIDEN OF YOUR DREAMS, AND THE UGLIEST MONSTERS OF YOUR NIGHTMARES MUST HEROICALLY EXPLORE NEW LANDS LIKE AN UNDERWORLD FILLED WITH DEMONS TO UNLOCK A WONDERFUL NEW MAGIC MORE EVIL THAN ANYTHING YOU HAVE EVER SEEN. IT'S A GAME EVERY MOM WOULD LOVE TO SEE SMASHED INTO A MILLION PIECES.



Real-time battles across vast domains.



Powerful spells begin in your workshop.



Action fills the screen in battle mode.

SPELLCRAFT™

Master the dark magic, and you will become the world's salvation. Falter, and you'll be its undoing. Five treacherous domains await you, each ruled by an evil lord made darker still by the Magic. Through these lands you will journey, challenging strange creatures for mystical aspects and puzzling riddles—everything you need to unlock the Ancient Spells of Valoria.

Once you learn the magic, you'll be able to fling tidal waves and lightning storms at the dark lords and their treacherous minions. But head this warning: the power is evil, and could instantly wipe you from the earth. For those brave enough, we invite you to enter the dark realm we call SpellCraft. For the rest, we suggest you dig deep into the closet for the toys of your youth.

Nintendo®

ASCIIWARE™

SUPER NES MOUSE



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INTERNATIONAL NEWS

On July 31, a super-hot special burst onto Japanese TV, the brilliant adaptation of Fatal Fury 2. This hour and a half special starred all 12 FF2 characters, with the spotlight on the Bogard boys and Wolfgang Krauser as the head honcho. You can bet there were fights galore to keep Japanese fans riveted in their seats. Plus, the commercials were spectacular. During the show were commercials for SNK's Samurai Spirits (Sho Down), Fatal Fury Special (which combines FF1 and 2, with all characters available for selection and should be at the arcades by the time you read this), and Takara's SFC Fatal Fury 2. The last two were particularly impressive as they feature



live action enactments of the games with key characters including the Bogards, Joe Higashi and a very sexy Mai Shiranui. Let's hope there will be a sequel.



WORLD NET

Sega of Japan

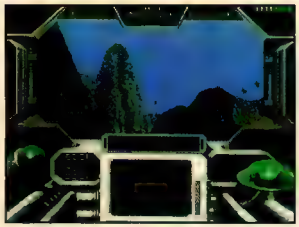
AX 101

Mega CD	
Shooter	
Unknown Release	Unknown Price

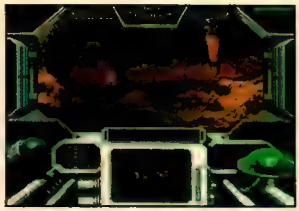
If you like Sewer Shark, and Microcosm, here is another full-motion video game. The only problem is that it's for the Mega-CD. In this cool cart you control a powerful starship, and fly through alien worlds in pursuit of peace.

Of course, along the way, you'll face some opposition. It wouldn't be much of a game without it, would it?

The effects in this CD put the others to shame, except for possibly Silpheed. The smooth flowing worlds are realistic. If you like this kind of game, it would be worth the effort to try it. Games like this don't come out very often.



Prepare for a tactical strike against the enemy bases.



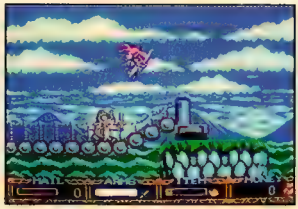
Fly through the center of a planet while avoiding rocky outcroppings.

Sega/Falcom of Japan

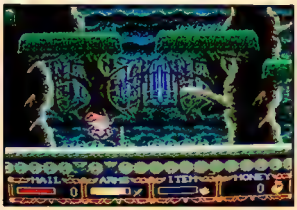
Popful Mail

Mega CD	
Action/RPG	
Unknown Release	Unknown Price

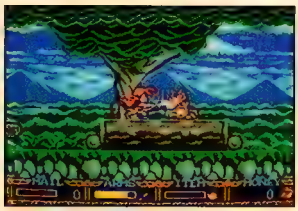
This colorful side-scrolling RPG is based on the PC version made by Falcom, the makers of the Y's series. (That's why there's more than a passing resemblance to Y's 3!) In this adventurous quest, you play as Mail, a young elfin lass who is also an aspiring bounty hunter. On her journeys she is accompanied by Tat, a young wizard, and Gaw, a tough little monster. You can switch between these characters as needed to get by certain enemies and traps. Using the full capacity of the CD, you can bet there are plenty of places to explore and enemies to fight. For your information, this is the game that was to be made as Sister Sonic. Sega Falcom, however, had to abandon that idea in a real hurry when fans of the PC original let their feelings be known—very loudly. See, when fans scream, responsible companies listen! Don't you wish it was like that here?



Sometimes you need a certain character to get past an enemy.



Explore the forest, and see what you can find inside its dark depths.



Mail maybe cute, but remember... she's a bounty hunter, and really tough.

SUPER NINTENDO

BECAUSE LOSING SUCKS



SUPER ADVANTAGE

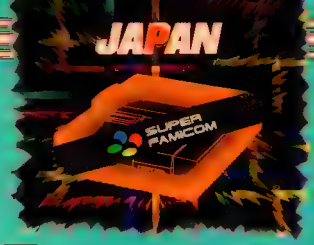
That "it's not whether you win or lose, it's how you play the game" stuff is a bunch of garbage. That's why we've got two ways to keep you winning: the Super Advantage and asciiPad,™ both for the Super NES.® They've got the kind of enhancements you need for today's fiercest games—features like TURBO-FIRE (up to 32 shots per second), hands-free AUTO TURBO and SLOW-MOTION CONTROL. With all these killer features and cool styling, it's no wonder they're the #1 enhanced ASCIIWARE™ controllers for the Super NES. So take your pick, and then take on the neighborhood. With this kind of power, you'd just better learn how to be a gracious winner.



The asciiPad. Devastation in the palm of your hand.

IT'S HOW TO WIN.

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Dragon Ball Z is nothing new to the Japanese. The Dragon Ball game series has spawned various genres like strategy, role-playing, and now a fighting game. What looks to be a mindless one-on-one fighting game is actually filled with tons of techniques, cool characters, and many game options like a story mode, a competition mode, and of course, a two-player game.

For those who simply must own every fighting game out there, Dragon Ball Z makes a terrific addition to the library.

THE GOOD

The digitized voices are amazingly clear and the nifty 'special attacks' are a welcome addition.

THE BAD

It's too bad a good game like this may never see the light of day here in the States.

THE UGLY

Ever want to toast someone from a mile away? It's remarkable how far fireballs can fly nowadays.



LET THE GAMES BEGIN!

Dragon Ball Z joins the growing ranks of fighting games on the Super NES. The combination of special attacks and finishing moves give players many more choices when fighting through the ranks to the final Boss, Perfect Sell.

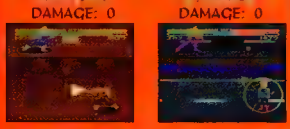


超武闘伝

DRAGON BALL Z

MASTER THE ART OF BLOCKING

Dragon Ball Z has a set of "special attacks" that can drain much of your life bar. Block these attacks with keypad and button combos. All of the characters can use basic blocks but 18 Gou and 20 Gou have unique blocks that they can use.



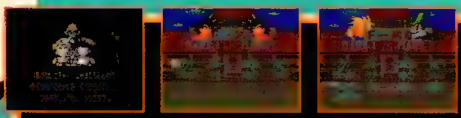
FACT FILE

DRAGON BALL Z SUPER FUTODEN



MANUFACTURER	# OF PLAYERS
[illegible] OF JAPAN	1 OR 2
DIFFICULTY	AVAILABLE
HARD	[illegible] JAPAN
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MEG	9
THEME	% COMPLETE
FIGHTING	100%





EGM TIP #003

At the opening cinema screen, press these buttons: UP+X, DOWN+B, LEFT+L, RIGHT+R. You'll hear a tone and you can play character vs. character. Reset the game and enter the code again to access five hidden characters normally unplayable.



SONGOKU

Songoku is the best all-around character. The range of his fireballs are unmatched and his strength is among the highest of the group.



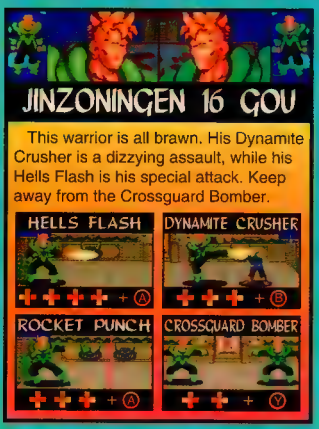
VEGITA

Vegita is a tricky fighter who uses all of his attacks in a non-stop frenzy. His two special moves, Final Flash and Big Bang, really pack a wallop.



JINZONINGEN 20 GOU

This seasoned fighter has many tricks up his sleeve. Not only can he drain your life power and absorb it to increase his, but he can absorb special attacks too.



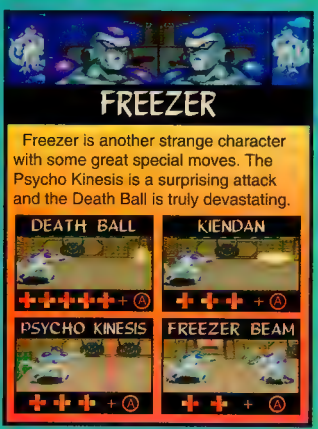
JINZONINGEN 16 GOU

This warrior is all brawn. His Dynamite Crusher is a dizzying assault, while his Hells Flash is his special attack. Keep away from the Crossguard Bomber.



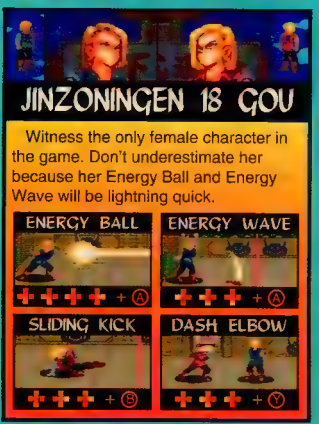
PICOLO

This bizarre character has a very cool Sonic Kick attack and a blinding Eye Beam. His two special attacks are extremely powerful.



FREEZER

Freezer is another strange character with some great special moves. The Psycho Kinesis is a surprising attack and the Death Ball is truly devastating.



JINZONINGEN 18 GOU

Witness the only female character in the game. Don't underestimate her because her Energy Ball and Energy Wave will be lightning quick.



SELL

What the heck is this? Sell is a truly unique character with many great moves. He can draw power from foes and fire off special attacks with ease.



MORE CHARACTERS!

Access these normally unplayable characters with the EGM Tip on the previous page.

DEKE YOUR

NHL® '94 is Gilmour deking by Belfour. A MacInnis blast from the point. Robitaille crushing a one-timer. Moog smothering the puck with a double pad stack. Lindros enforcing with a perfect board check. Yzerman going back door.



You get the new NHL expansion teams, the Mighty Ducks of Anaheim and the Florida Panthers. Plus digitized player images for every NHL starter.



New animations really deliver the impact when Chelios bench checks Neely

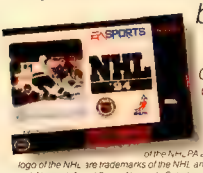


BRAINS OUT.

It's the hottest, fastest, most realistic hockey action ever. Penalty killing. Wrap around shots. Control of goalie moves. Plus 4 Way Play™ for tournament raging. Visit your EA SPORTS dealer or call (800) 245-4525 anytime. And deke your brains out.



Now you can go one-on-one with the goalie if you're tripped up on a breakaway. The pressure's on, the crowd's going nuts. Do you have what it takes to make the siren wail?



Coming soon on Super NES®



EA SPORTS

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TRICKS OF THE TRADE

SEND TIPS

If you've found a cool new trick, listen up! We're looking for the best of the best and we have the cash to back it up. Write your tips down and send them in pronto for 15 minutes of fame and a free video game cartridge! Check into the continuing saga of Trickman Terry for more details or get a pop in the chops.

WIN GAMES!

TRICKMAN GETS AN ULCER...

...or at least he's close to getting one. Between the new and improved Tricks section and his marriage plans with Tina, Trickman Terry is just a jumble of nerves. Even blasting his car stereo or playing his favorite games doesn't seem to help. When consulting his doctor, the Trickmeister was told to take antacid tablets. Unfortunately, he didn't specify how many, so Terry's desk now resembles a local pharmacy! Taking too many tumm-aids is not great for the guy, and his co-workers are sick of hearing him burp! You can give the Trickman a stress break by sending in your awesome codes, cheats, and strategies to:

Tricks of the Trade, Sendai
1920 Highland Ave, Suite 222
Lombard, Illinois 60148

If the Trickman jumps for joy when he reads your letter, you'll get your name printed in our awesome mag as well as acquire a free game for your favorite system! How's that for a deal!

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Street Fighter II Turbo

Super NES	Capcom

Turn Off Individual Moves

At the Handicap and Stage Select screen, take controller 2 and press DOWN, R button, UP, L button, Y, B.



Here is an interesting challenge. Choose the VS. mode in either the Turbo or Normal game. Have players 1 and 2 pick their characters. At the Handicap and Stage Select screen, take controller 2 and press these buttons in this order: DOWN, R button, UP, L button, Y, B. You will hear some musical tones that indicate the trick worked. The screen will scroll to the left, revealing a menu for the two characters you chose. This menu consists of special moves which you can choose to leave on or turn off. For example: Vega's rolling claw can be turned off. This will make it fair for the less experienced player to go against the more experienced player, and it's a challenge for all players by limiting their moves.



Choose the V.S. battle mode from this title screen.



Choose your characters. Do the code here to get the trick.



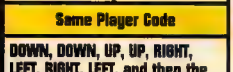
You can turn off any individual move, or just leave it on.

Final Fight 2

Super NES	Capcom

Same Player Code

DOWN, DOWN, UP, UP, RIGHT, LEFT, RIGHT, LEFT, and then the top L and R buttons held at the same time.



Now you can be the same characters in a two-player game! At the title screen, when it lets you choose a 1- or 2-player game, press these buttons in this order: DOWN, DOWN, UP, UP, RIGHT LEFT, RIGHT, LEFT, and then the top L and R buttons at the same time. The screen will turn blue. Select a two-player game, and then go to the character selection screen. Have player 2 choose the character you both want to play as, and then have player 1 choose the same character. Both will be the same characters, but with different colors.



Do the code at the title and it will turn blue. Pick 2 players.



Player 2 picks the character first. Pick the same player.



When you go into the game, you will be alternate colors!

JOE & MAC™

OFFICIAL SEGA SEAL OF QUALITY

SEGA GENESIS 16-BIT CARTRIDGE



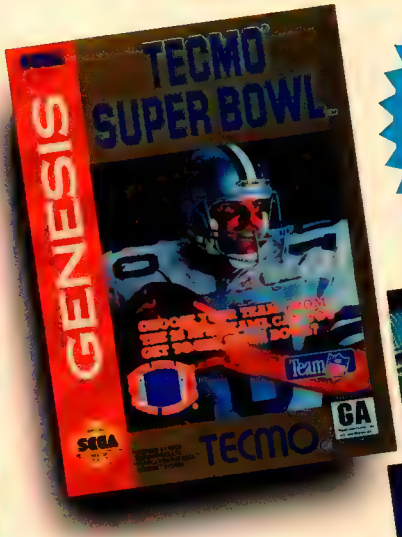
TAKARA

Video Game Division

TECMO® SPORTS™

SEGA™

THE BIG GAME.



NEW FEATURES!

- DIVE OVER THE TOP.
- WEATHER SELECTION.
- TOUCHBACK.
- DEFENSIVE PLAYER ALSO AVAILABLE AS A RECEIVER.
- UPDATED ROSTER.



NEW WEATHER FEATURE!



IT'S AN EXCITING TOUCHDOWN!

TECMO 16 Bit SPORTS

In November of 1991 Tecmo launched the original Tecmo Super Bowl. The demand for Tecmo Super Bowl was so great that most stores sold completely out of stock within a very short time. We strongly suggest you contact your local game retailer and reserve your Tecmo Super Bowl.

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SUPER NINTENDO ENTERTAINMENT SYSTEM

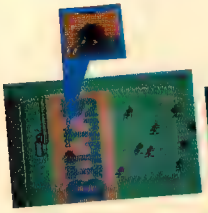
GO FOR IT.



16 BIT SUPER NES

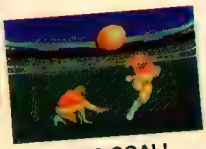
NEW FEATURES!

- DIVE OVER THE TOP.
- WEATHER SELECTION.
- TOUCHBACK.
- DEFENSIVE PLAYER ALSO AVAILABLE AS A RECEIVER.
- UPDATED ROSTER.





NEW TOUCHBACK FEATURE!



FIELD GOAL!



DIVING CATCH!

TECMO® SPORTS™

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NATIONAL FOOTBALL LEAGUE PLAYERS ASSOCIATION®

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TRICKS OF THE TRADE

CHEAT SHEET

GAME GENIE

Street Fighter II: Turbo Edition
Capcom / Super NES

You must have a Game Genie peripheral for your Super NES to make these codes work. At the Game Genie's code entry screen, just enter the following passwords from Galoob for various results:

F034-7405 - 1st throws do more damage (if you have enough energy), others do less damage.

DD3F-EFAD - Players can walk through each other.

DD18-570D - 1st hit of any kind defeats opponent.

DF04-5DAF - Winner of 2nd round wins the battle.

ADFC-E40D + F9FC-E46D - Allows you to select up to 10 stars instead of 4 for Turbo Mode.

D071-E460 - No charging required for special moves (Except Balrog's Turn Punch Power).

DD75-8460 - Hard special moves become light.

D475-8461 - Hard special moves become medium.

D675-8462 - Hard special moves become disabled.

8ED2-87A9 - Invisible players.

C933-7DA9 - Most special moves go nowhere.

C9B8-77A5 - Fireballs go nowhere.

D630-1DAD - Ryu's hard Dragon Punch goes farther.

Battletoads in Battlemaniacs

Super NES | **Tradewest**

5 Lives and 5 Continues

At the Tradewest logo or the title screen, hold DOWN, A, B and press START. When the flag blinks red, the trick worked.





At the Tradewest or title screen, do the trick.



If the flag flashes red, you'll know the trick worked.

Does this game seem to get very difficult as you advance through the levels? Fear no more, because this code will let you jam through this game with extra lives and continues. When you turn on the game and the Tradewest logo appears, or the title screen comes up press and hold DOWN and the A and B buttons. While still holding these, press START. When the next screen appears, the Battletoads' flag should blink red once, indicating that the code has worked for you. Choose a one- or two-player game, and you will be ready for action with plenty of Toads to spare! Be careful.

Francis Vivero
Williams Bay, WI



Start you game with five lives and continues for both players!

Super Turrican

Super NES | **Seika**

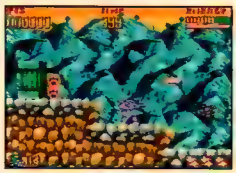
Level Skip

Pause the game. Now, press RIGHT, LEFT, DOWN, RIGHT, A, and then START. Do this in every level of the game.



Go into the game and press START to pause the game play. Now press RIGHT, LEFT, DOWN, RIGHT, A, and then START. You will hear music and you will then fade into the next level. You can keep doing this in every level until you get to the end of the game!

Onder Kacak;Cologne, Germany



Pause the game and do the code to go to the next level.

Pocky and Rocky

Super NES | **Natsume**

Stage Select

On controller 1, hold X and Y. With these held, press A, A, A, A, B, B, B, A, B, A, B, A, B, A, B to make the trick work.



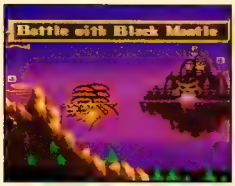


On this screen, hold X and Y. Then do the code with the pad.



The Stage Select screen will appear. Choose any level.

This cool trick will let you get a stage select for this game. Here is how to do it: On the Player Selection screen, take controller 1 and press and hold the X and Y buttons. With these held, press these buttons in this order: A, A, A, A, B, B, B, B, A, B, A, B, A, B, A, B. You will then hear a sound that indicates the trick worked. Choose your player and hit the START button. The Stage Select screen will then appear. Now, choose any stage you wish to play. You will even get to choose the last stage in which you must fight the Black Mantle. Defeat this last Boss and win the game!



You will be able to go to the last stage to fight Black Mantle.

Your Time Will Come.



VIC TOKAI INC.

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TRICKS OF THE TRADE

CHEAT SHEET

GAME GENIE

Street Fighter II: Turbo Edition cont.

D52D-CDAF - Ken jumps backward farther.
E52E-14AF - Ken jumps forward farther.
DF30-17AD - Ken's hard Dragon Punch doesn't go as far.
D330-17AD - Ken's hard Dragon Punch goes farther.
DF30-170D - Ken's medium Dragon Punch doesn't go as far.
D630-14AD - Ken's light Dragon Punch goes farther.
3E31-37AD - Hard projectiles go faster.
EE31-37AD - Hard projectiles go slower.
3E31-370D - Medium projectiles go faster.
EE31-370D - Medium projectiles go slow.
3E31-34AD - Light projectiles go faster.
EE31-34AD - Light projectiles go slower.
DE35-1FAD - E. Honda's hard Sumo Head Butts are faster.
DF35-1FAD - E. Honda's hard Sumo Head Butts are slower.
DE35-1F0D - E. Honda's medium Sumo Head Butts are faster.
F436-1DDD - E. Honda's hard Sumo Smashes are faster.
F435-17DD - E. Honda's light Sumo Smashes are faster.

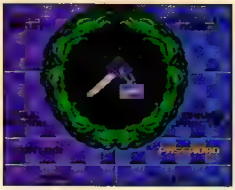
Nigel Mansell's World Championship Racing

Super NES | **Gametek**

Race Passwords

On the selection screen, go to the "Password" option and press START. Put in these codes to race in more places.





At this Selection screen, move to the Password option.



Enter your favorite password here to race in many places.

Put in these passwords to race in other countries:
MEXICO -
LZ9ZN40LJ2541STCVL
BRAZIL -
6CL732YLZ3H07VNBR9
SPAIN -
PZPP693R91Q7NHQ..2
SAN MORINO -
R49RGKFH.JBDSV0T79
MONACO -
L0XJ.XVCH3L7GDCF0R

CANADA -
B7JPR46QRB.RG08HNL
FRANCE -
LV0ZB206FG0K62K2D7
BRITAIN -
TKX.B7G3VTJFS1QSKX
GERMANY -
TQPCLTBTB7X21.JQGT
HUNGARY -
HLL2FWG1Y20FL.1NG5
BELGIUM -
YMGW4BXM3BV61JR565

ITALY -
4QX4JKWXT50ZQ..K35
PORTUGAL -
4F3M0TZ507064KGC5D
JAPAN -
R48RR9GT7JB.BZVR4D
AUSTRALIA -
33DV4B0F1ZZG538GW3
ENDING SCREEN AND
CREDITS -
PV2JTFBK4Y696H4DXY

Joey Lopatka;Boca Raton, FL

Alien 3

Super NES | **Acclaim**

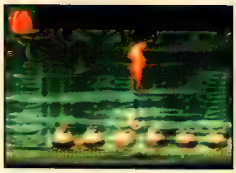
Cheat Mode

On controller 2, press A, B, Y, and X. On controller 1, the A, B and X buttons toggle different cheats.



This trick can be done while playing the game any time you want to toggle a cheat mode. On controller 2, press these buttons in this order: A, B, Y, and X. On controller 1:
A Button: Toggles invincibility
B Button: Toggles damage
X Button: Toggles unlimited weapons.

Jeff Davies; Foster City, CA



You will be invulnerable to hits and have unlimited weapons.

Jungle Strike

Genesis | **Electronic Arts**

Passwords

Just start the game and press button A to access the Password screen and enter your desired password.





At this screen, press button A to access the Code screen.

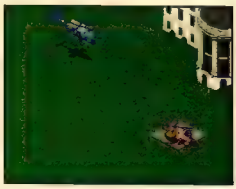


Enter the password for the level you want to play.

Here is a list of level passwords. Just start the game and press button A to access the Password screen. Now put in the level password.

Campaign 2:
RL6GYKBX6GG
Campaign 3:
9V6CR9WNMCZ
Campaign 4:
XTMDR9WNMCJ
Campaign 5:
VNPDTL6HDB6
Campaign 6:
WSDWHFKB7SS
Campaign 7:
THGR7NS6MCJ
Campaign 8:
7GRSD9WT7SS
Campaign 9:
N4SF3X7NLMS

Cheronne Alarcon; Cerritos, CA



You will be able to access any campaign. Protect and serve!

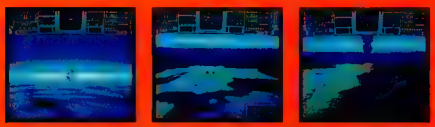
WANTED:

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Whether you're a top gun or an air bum, Lock On puts you on target. Fly intercept missions in the flashy F-14 Tomcat, super fast Tornado or stealth-enhanced FS-X. Blast tanks and ground installations in a A-10 Thunderbolt. Not for those who want to fly the friendly skies!

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SUPER NINTENDO ENTERTAINMENT SYSTEM

TRICKS OF THE TRADE

CHEAT SHEET

Firepower 2000
Sunsoft / Super NES
Skip Levels

In this game, there is a trick in which you can warp to the next stage and upgrade your weapons at the same time. To do this for each level, enter the following commands with the L and R buttons. Level 1: R, L, R, R, L, L, R, L, R, R, L, L. Level 2: R, L, R, R, L, L, R, R, R, L, R, R. Level 3: L, R, L, L, R, R, L, L, L, L, R, R, R, L. Level 4: R, R, R, L, L, L, R, R, L, L, R, L, R, L. Level 5: R, L, R, L, L, L, R, R, L, L, R, L, R, L, L.

L. P. Kwan; Wilton, CT

Street Fighter II: Turbo Edition
Capcom / Super NES
Balrog's one button charge.

Usually it takes three buttons to charge up Balrog's turn punch. With this button configuration, you only have to use one button. At the title screen, choose the "Options" and set the button you want to use as your charge move as one of your punch buttons (For example: set the fierce punch as button Y). Now, take every other punch button and make it an asterik symbol (turn off the other 2 punch buttons). Exit and choose the type of game you wish to play. Pick Balrog as your character. Now in the game, you will have two less buttons to use, but it will take only 1 button to charge up the turn punch. This technique makes Balrog a more formidable character to use.

Ecco The Dolphin CD

Sega CD	Sega

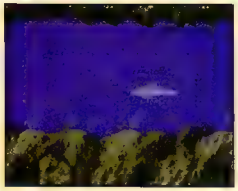
Passwords

Start the game and swim left to go to the password entry screen. Once there, put in any one of these level passwords.





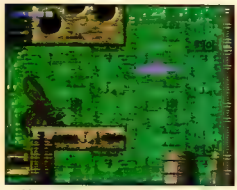
At the title screen, press START and go into the game.



Swim left for the Password screen. Enter any code.

Just start the game and swim left to get to the Password Entry screen. Enter these passwords:

Undercaves -
GMRIQDCM
The Vents -
IUEINLDP
The Lagoon -
GRTJZYJF
Ridge Water -
OVDJDSLB
Open Ocean -
GMYMDSLI
Ice Zone -
GMBRHSLU
Hard Water -
UKZFHSLS
Cold Water -
SYQJHSLZ
Open Ocean(2) -
CCVFFSLM
Island Zone -
ALZBESLS
Deep Water -
IHPFDSLP
Volcanic Reef -
ADLYESLT
Ship Grave Sea -
INWUGSLU
Wreck Trap -
WJHQGSLL
The Sea of Silence -
IZSXGSLF
Deep Gate -
AKNBHSLI
The Marble Sea -
QSOMFSLQ
The Library -
WBTXFSLV
Deep City -
UNIQFSLN
City of Forever -
WADUFSLB
Jurassic Beach -
ONNBJPLY
Pteranodon Pond -
WPVXIPLL
Origin Beach -
AQZIJPLG
Trilobite Circle -
GKGFJPLK



You can start in any section along your aquatic quest.

Dark Water -
GZIUKPLR
Deep Water(2) -
GAAGDPLP
City of Forever -
YLQQZNLM
The Tube -
MNEYELLB
The Machine -
SKZNELLO
The Last Fight -
KANZFLLX

Anthony Lisboa
Brockton, MA

Final Fight CD

Sega CD	Sega

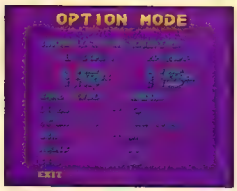
Auto Punch

Go to the Options. Highlight "Exit." Press and hold RIGHT, A, B and the START button. You now have auto punch.





At this screen, move down to the Option menu. Press



Highlight the "Exit" selection and do the code with the pad.

If you are tired of pressing the button every time you want your character to punch, use this awesome code. At the title screen, move to the Options and go into it. Next, highlight the "Exit" selection. Now press and hold RIGHT, A, B, and the START button. Next, you must choose your character.

One of the most effective characters to use this code with is Guy, so choose him and begin your game. When you hold the button you designated to punch, your character will repeatedly punch as if you had a rapid fire controller. Use the code to get further in this challenging fighting game.

Aaron Le; San Jose, CA



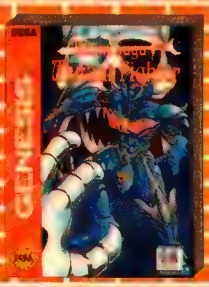
In the game, hold the punch button for rapid fire action!

You've Got A Real Fight On Your Hands.











Mazin Saga, Mutant Fighter Puts Fighting Back Where It Belongs; In The Streets!

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GENESIS

SEGA

TRICKS OF THE TRADE

CHEAT SHEET

ACTIVATOR FOR SEGA GENESIS

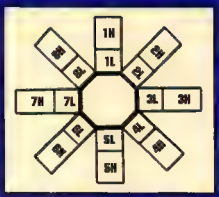
Street Fighter II: Special Champion Edition
Capcom / Genesis

Here is a first look at many great moves for some of the more popular characters in SF2:SCE for the Genesis using the Activator controller. Refer to the diagram below for reference to these moves. Using specific hand and foot movements, you can execute the special moves for these characters. High is for hand moves and Low is for foot moves. These tricks are utilized with the character facing right on the screen.

(L = Low & H = High)

RYU or KEN:
Hurricane Kicks - 5L, 7H & 5L, 7H & 8H.
Fireball (Punches) - 5L, 5L & 3H, 3H & 2H.
Dragon Punch - 3H, 5L, 5L & 3H, 3H & 2H.

BLANKA or HONDA:
Roll/Torpedo (Punches) - 7H for 2 seconds, then 3H & 2L.
Upward Roll/Sumo Smash (Kicks) - 5L for 2 seconds, then 1L & 2H.
Electricity/Hundred Hand Slap - 2L.



Battletoads and Double Dragon

Nintendo	Tradewest

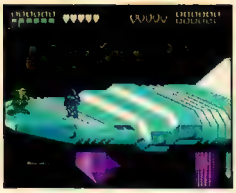
Start With 5 Lives

Choose the character you want to play. Then hold UP, A and B at the same time. Press START to begin with 5 lives.





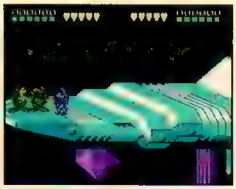
At this character selection screen, do the code.



You will start the game with 5 lives instead of the normal 3!

If you would like to start your game with 5 lives instead of 3, enter this code for Battletoads & Double Dragon. First, choose the character you wish to play, whether it be one of the Battletoads or one of the Lee brothers. What you must do next is press and hold the UP, A, and B buttons at the same time. Then press START. When you begin your game, you will have 5 lives instead of the normal 3. You can also do this code when you are asked to continue. The second player can also get 5 continues by doing the same code on the second controller. Now, both players can have the advantage.

Chester Lota
Chesapeake, VA



Do the code with 2 players and also when you continue!

B.O.B.

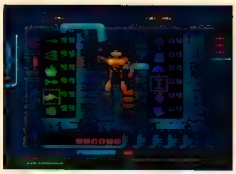
Super NES	Electronic Arts

Maximum Power-Up

Go to the Continue option and put in the code: 196420. Start the game and you will be powered-up to the max.



Start your game with all weapons powered-up to the max and the remotes filled to 9. To do this, go to the Continue option at the beginning of the game, and put in the following code: 196420. The game will tell you that this is an invalid password, but the code will still work. Just start the game to get powered-up.



You will have every weapon you need with this code.

Bubsy

Genesis	Accolade

Passwords

Just press button A to access the Options screen. Move to "Password" and enter your desired code to advance levels.





At this screen, press button A to access the Options screen.



Choose Enter Password to put in the code of your choice.

At the title screen, press A to bring up the Options menu. Move to the Password option and then press RIGHT and enter the following codes:

Chapter 01 - JSSCTS
Chapter 02 - CKBGMM
Chapter 03 - SCTWMN
Chapter 04 - MKBRLN
Chapter 05 - LBLNRD
Chapter 06 - JMDKRK
Chapter 07 - STGRTN
Chapter 08 - SBBSHC
Chapter 09 - DBKRRB
Chapter 10 - MSFCTS
Chapter 11 - KMGRBS
Chapter 12 - SLJMBG
Chapter 13 - TGRTVN
Chapter 14 - CCLDSL
Chapter 15 - BTCLMB
Chapter 16 - STCJDH

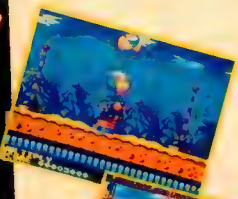
Michael Cote, Sandown, NH

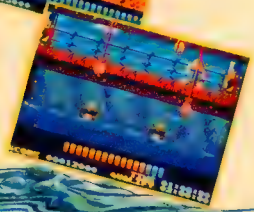


You will be able to start from the chapter of your choice.

You're Up Ship's Creek







If you sink you've seen everything, wait a minnow. Aquatic games is the wildest, wackiest sports game ever. Dive head first into Olympic events like the 100 Meter Splash, Eel leaping and Kipper Watching. It's a shell of a good time for everyone from parents to little squids!

You'll laugh so hard you'll wet your pants, but that's what's so fin-tastic about this game. Nobody will even notice! Individuals and teams. Up to 4 players.

SEIKA

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TRICKS OF THE TRADE

MOST WANTED TRICK

I am a big fan of the arcade game, Mortal Kombat. In fact, I can beat anybody I have ever played. I was the first kid in my neighborhood to find Reptile. About 6 months ago, I was playing the game and before the fight started, this red ninja jumped on the screen and said, "I will fight you near the statues." About a week ago, I was playing against my friend, Bob Shields, and we were both playing Johnny Cage. I beat him double flawless victory using only punches. Then suddenly, the red ninja jumped on the screen and said, "I am Ermac. You will never defeat me." He kicked my ###, and the game said, "Ermac wins." Bob had a Polaroid camera with him, but the store was dark and the picture didn't come out very good. Exactly how do you get to fight Ermac, 'cause we keep trying to get him to come back. I think it has something to do with the Warrior Shrine. Has anybody else found him?

Tony Casey

Well, can anybody else find out about this mystery character? It may be worth some prizes announced in upcoming issues if you do!



Vegas Stakes

Super NES	Nintendo

Win the Game

Play the slots until you win $100,000. Save your game along the way. Bet on Blackjack until you win.





Play the slot machine until you win enough for Laurel Palace.



Keep saving your winnings and you'll win the game!

In Vegas Stakes for the Super NES, you can do this method to get approximately ten million dollars and win the game. To do this, start a new game with your given money and play the slot machines. Every time you win a large sum of money, go back to your room and save your game. Do this until you reach $100,000. By saving, you won't go broke from one mistake. You will also be accepted into Laurel Palace, which is only for the high rollers. Switch your game to Blackjack and bet all of your money on one hand. If you lose, just push the Reset button on your Super NES and choose to continue your game with all of the money intact. Bet all of your money again.

Keep saving when you win, doubling your money each time. Continuing to do this will make it easier to get to your goal. Once you pass $9,999,999 you will get a big Congratulations and also a question from the person who you took with you on your adventure for big bucks!

Revnard Moore
Duluth, MN

Raging Fighter

GameBoy	Konami

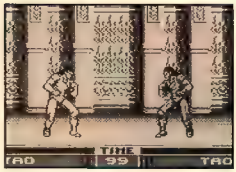
Player vs. Same Player

Put in UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, A, B to play fighter vs. fighter in this game.



At the title screen, just enter that well known code: UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, A, B. If it worked, you will hear a chime, and at the bottom of the options screen it will say "Command On." You can now play fighter vs. the same fighter. Go against your twin!

Noah Hansen, Northbrook, IL.



Put in the code and you can fight your shaded twin!

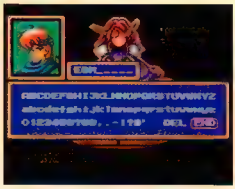
Shining Force

Genesis	Sega

Name Every Character

On pad 2, hold A, B, and C. Press START. On pad 1, press A, C and START at the same time to name game characters.





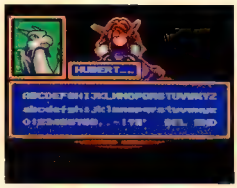
Name your character and go to "End." Now put in the code.



A different character will appear. Name this one too.

There is a way to name every character in the game Shining Force. To do this, you must first start a new game and name your character. After you are done, go to "End" and press these buttons on the controllers. On controller 2, hold A, B, C and press START. On controller 1, press A, C and START at the same time. A new character will appear. Name the character and another one will appear. This will happen until you have named every character in the game. Now when you talk to people, you will recognize them by what you named them yourself!

John Schmidt
Westminster, CA



You will name one after the other until it is complete.

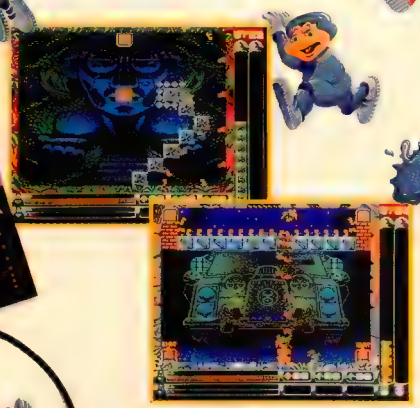
OK!

Who Left The Door Open?

"Brain Bustin', Thumb Crampin' Excitement!" *Electronic Gaming Monthly*



Also playable with Super NES controller!



"The thinking man's action/ platform game" DIE HARD GAMEFAN

"Troddlers joins Lemmings at the top" *GamePlayers*

They're Tricky! They're Trouble! They're Troddlers. Hokus and Pokus are two lazy sorcerer's apprentices. The great magician Divinius barks a simple order: "Clean out the cellar!" But NOOOOO!, they do the stupidest thing they could possibly do, they open a box labeled...

WARNING!
Instant Magical Troddlers
May Zombify If Allowed To Teleport

"Hey, maybe these Troddler dudes will help us do the work," they thought. Wrong! They Bail! Right through the teleporter door - hundreds of 'em! Divinius will park their butts in a sling if they're not back pronto! 175 levels of fast, funny, frazzling excitement! Round up those Troddler dudes before they get ZOMBIFIED. You'll work like a dog, but you'll love every minute of it!

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Breakin' All The Rules™

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"BOWSER'S

THE SOFTWARE TOOLWORKS PRESENTS
A GEOGRAPHY LEARNING ADVENTURE
THAT'S WAY COOL!!!



LICENSED BY
Nintendo

GOT ME!!"



Deep within Antarctica, the evil Bowser has kidnapped Mario and plans to flood the planet by melting the snow. Bowser has the latest in high tech - the Passcode Operated Remote Transportation And Larceny System (PORTALS). Using the PORTALS, Bowser's lizardly henchmen steal off to famous cities where they commit dastardly deeds.



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Keep track of your clues, facts and cities with your fold-up map

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Mario has been your true-blue friend for years. Now, he needs your help. The evil Bowser has your favorite plumber in his grasp and it's up to you and Luigi to rescue Mario and save the planet from destruction. *And it's time for you to be a Mario hero!*

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NEXT WAVE

18 GAMES PREVIEWED!!!

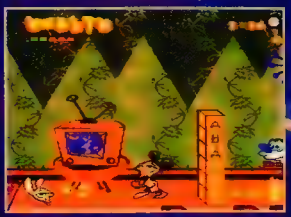
Lethal Enforcers, Jim Power - The Lost Dimension in 3-D, Sonic Spinball, Cliffhanger CD, Last Action Hero CD, WWF: Rage in the Cage CD, Lufia, Dr. Franken, Mutant League Hockey, Dune CD, Secret of Mana, Genghis Kahn 2, Star Quest, Metal Marines, Joe Montana Football CD, Pirates of Dark Water, Sunset Riders, Virtual Pinball, and Virtua Racing

Plus look for more hot titles in our Last Minute Update sections in the back!

NEW SOFT NEWS

In Sega news this month, Interplay has obtained a license to develop games for the Genesis and Sega CD! Titles for the Genesis that are already planned include Rock N' Roll Racing, Clay Fighter, and a version of The Lost Vikings that is compatible with the four-player adapter for the Genesis. America's favorite purple dinosaur is actually coming to the video game scene from Sega. Not much is known about it, but if it's anything like the television series, it will probably be educational with lots of happy singing.

For Super NES owners, you can look forward to many new RPGs to be released around Christmas time. Square's Secret of Mana, Taito's Lufia, and Enix's Paladin's Quest will be enough to satisfy every role-playing fanatic for a while. There are plenty of cartoon-based video games in development. Ren & Stimpy, the kooky cat and dog duo, is still in the works from T*HQ and it's really shaping up well. Also, Eek the Cat from Ocean looks like a blast. Itchy & Scratchy from Acclaim looks like it could be a hit as well. Lots to look for!



Konami

Lethal Enforcers

Sega CD	Shooter

The arcade smash hit Lethal Enforcers is coming to both the Sega CD and the Super NES. Both versions of the game recreate all the intensity and drama of the coin-op.

Terrorism has been at an all-new high, and security has been stepped up to to thwart the criminal activities. During your duty, you will be faced with a number of high pressure situations. The game starts off with a holdup at the local bank. Take down as many thugs as possible before following them in your car.

The next level takes you to China Town, a place filled with criminal activity. The others missions will take you to an airport, a subway terminal, and even a factory.

Along the way, you will be able to acquire better guns, so that you may decimate the crooks faster. Just make sure you don't hit innocent civilians.

Lethal Enforcers is as close as one could get to the arcade game. The Sega CD version has real voice in it for added effect. To make the game play like the arcade, a special gun will be packed in with both versions.

If you ever wanted to be a police officer, you'll like this game. It's just like the shoot-don't-shoot simulators that the police use.



The terrorists will get up close and personal to blast you full of holes.



Shoot out the tires to stop the bad guys from making their getaway.



The Super NES version (pictured above) has a few more colors than the CD.



2 PLAYERS
2 SCREENS
2 COOL!



Are you ready for a reckless race that's like nothing you've ever experienced? DASHIN' DESPERADOES pits you against a friend or the computer in a split-screen speed contest that puts a whole new perspective on "getting ahead"!

Will and Rick were best buds until Jenny came to town. They've been rivals ever since — and now Jenny's dad has given her a trip around the world for her birthday. Will and Rick are both determined to go along as her bodyguard, and they'll do anything to top each other!





From the deserts of the Southwest to the icebergs of the Arctic, through shark-infested seas and haunted ruins, you'll need your fastest footwork, your wits, and a few handy bombs to keep Jenny safe and sound — and to leave your opponent in the dust! So you'd better get dashin', desperadoes — and may the coolest cowdude win!



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NEXT WAVE

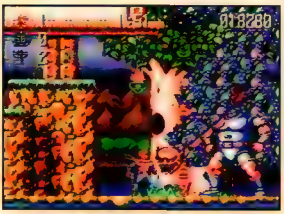
Electro Brain

Jim Power: The Lost Dimension in Time

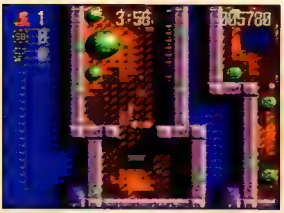
Super NES	Action

Electro Brain's hot new cart has a radical new feature that allows you to see the game in 3-D. The new technology is accomplished by a pair of cardboard glasses which the player wears. One lens is plain and the other is polarized. These are very different from the old glasses with red and blue lenses. Using this technology, the game can be played in 3-D with the glasses, or in 2-D, without the specs!

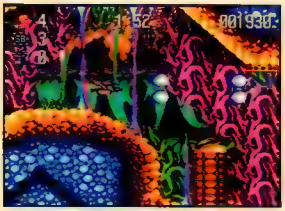
Jim Power is divided into many levels. Some are action oriented, while others are shooters. A lot of variety!



Vicious enemies will consistently try to take your life—if you let them.



This special Mode 7 level is actually a trap-filled maze teaming with enemies.



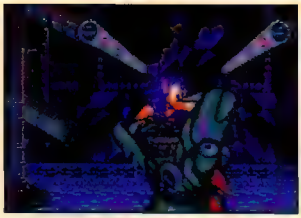
Fly through the pulsating caverns to get to the very heart of evil.

Sega

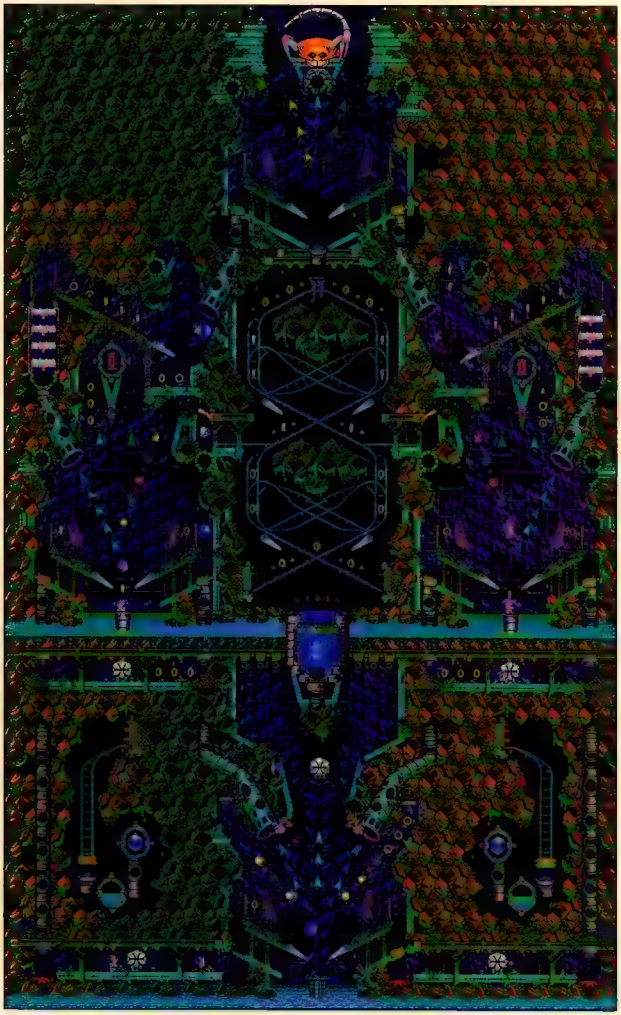
Sonic Spinball

Genesis	Action

Sega's Sonic Spinball is nearing completion, so it can be ready for Sonic Mania Day on November 23. EGM was able to get a closer look, and we mapped out the first level so you can see the depth and intricate detail of Sonic's latest adventures.



Save Sonic from the crushing jaws of death, otherwise he's roadkill.



NEXT WAVE

Sony Imagesoft

Cliffhanger CD

Sega CD	Action

Sylvester Stallone's hot action flick Cliffhanger is coming to the Sega CD. Very similar to the cartridge version, you can expect this one to have a lot of effects not found in the cart. For example, there is a ski-boarding scene that has to be seen to be believed. It's on par to the driving scenes in the Batman Returns CD game.

The rest of the game will have you fighting criminals, running from an avalanche, and climbing sheer cliff faces. It's enough to make even Sylvester Stallone cringe!

With the expanded capabilities of the CD, the cinemas will be just like the film. If you want to face the same treacherous battles that overwhelmed you in the movie, this game is a must. One of the better Sega CD games.



To master these scenes, jumping and timing are necessary skills to have.



Keep your balance on the icy snow board, or you'll flop right off.



Wander off the path and you'll wipe out... if you catch my drift.

Sony Imagesoft

Last Action Hero CD

Sega CD	Action

Still steaming from the theatres, Last Action Hero is now an exciting new Sega CD game.

Using the technology that was used in making Dracula for CD, you control Jack Slater (AKA Arnie) through a slew of mind-boggling levels taken directly from the film. This game looks very cool.



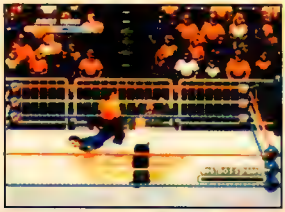
Control Jack as he seeks out the baddies and the Magic Ticket.

Arena

WWF Rage in the Cage

Sega CD	Sports

Wrestling comes to the Sega CD. Arena's WWF Rage in the Cage is a solid wrestling title with a lot of special moves and digitized cinema displays. Wow.





NEXT WAVE

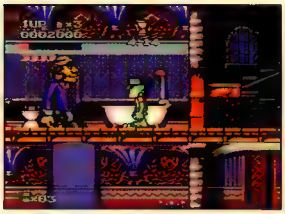
DTMC

Dr. Franken

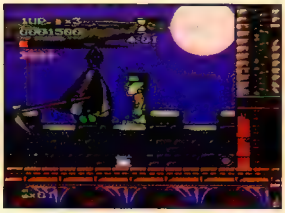
Super NES	Action

For a whimsical, yet spooky adventure, take a look at Dr. Franken on the Super NES. If you've ever played it on the GameBoy, you know that this game has a lot of intriguing places to explore, and a whole host of freaky monsters to tackle.

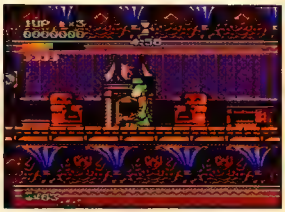
Control Frankenstien's monster through a variety of zones. Try to survive the many colorful levels, and you may just win. The backgrounds of this game are drawn quite well, and the game plays smoothly. You'll laugh when you see your death animations.



When a monster's got to go, he's got to go. Beware the occupant.



The Reaper doesn't look so grim, but he'll kill you nonetheless.



Dr. Franken will test your mettle, as you try to find a way out.

Taito

Lufia

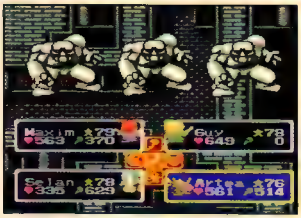
Super NES	RPG

People always complain that there aren't enough role-playing games out there. Well, Lufia is the answer to your complaints.

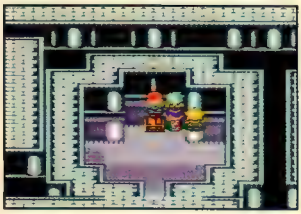
Gather a party of adventurers and search out dungeons and castles while trying to rid the land of evil. Find mystical weapons, and with a little luck, you'll survive.

Lufia is very well done. Its graphics are crisp and clear, and on the whole, very colorful. The play mechanics are easy to learn, and the battle scenes are reminiscent of those in Phantasy Star 3.

If you want a long and involving adventure, you can't go wrong with Lufia. It is a well rounded role-playing game, and should challenge everyone.



Battle beings powered by dark magic, using your own weapons and skills.



Treasures are always a welcome sight. Maybe a magic weapon is inside.

Electronic Arts

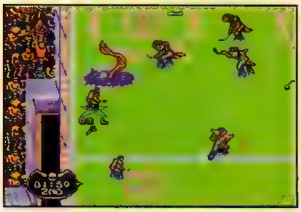
Mutant League Hockey

Genesis	Sports

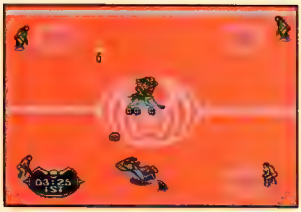
If you think that video games are losing their violent edge, think again. Electronic Arts' Mutant League Hockey starts where their football game left off. This completely original hockey game has all sorts of strange things happening. Where else can you find a shark and an octopus waiting and ready to devour players? This bizarre Genesis cart not only has you able to maul the members of the opposite team, but you can also kill them. Mutant League Hockey will satisfy anyone's appetite for blood and guts. Obviously this game wasn't intended for children, as the extreme violence is quite spectacular. Since it is made by Electronic Arts, you can be assured that the game play will be top-notch. One look at the screens below, and you can easily see that the programmers took their time with this one. Mutant League Hockey is almost as violent as the real sport. It's strange, but awesome. If you like hockey, this is one that you'll find to be totally different from the others.



Even shooting the puck into the goal takes on a whole new meaning.



Alright! Who ordered the squid surprise? Watch out, it may eat you.



A shark or two will help break up the monotony of death and destruction.

NEXT WAVE

Virgin Games

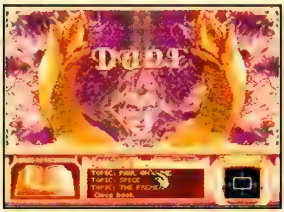
Dune CD

Sega CD	RPG

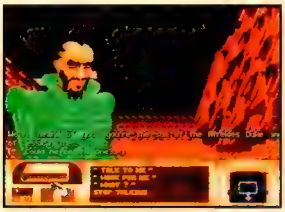
Travel to Arrakis, also known as Dune, to engage in the trade of spice. You are Paul of the house Attreides. Deal with the mysterious Fremen and the Harkonen army. See if you can somehow gain control of the Spice, and defeat the vile Harkonens.

Being a CD game, you will see effects unlike any other. For example, the ornithopter scenes are realistic as you really seem to fly over the blistering desert sands. Visually, Dune CD is stunning; its detailed drawings of the many characters make you feel as if you are really there.

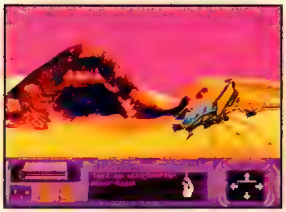
Dune CD should entice anyone who has ever played the computer version. This game not only has a great plot, but it's easy to play, as the interface is even better than the PC version!



Study the history of Arrakis to gain important clues during your quest.



Talk to the Fremen to get them on your side and help mine for spice.



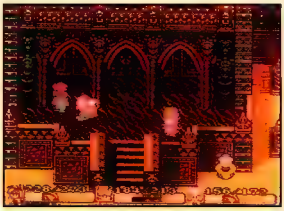
The Ornithopter can take you where you want to go on Arrakis.

Square Soft

The Secret of Mana

Super NES	Action/RPG

The Secret of Mana is about the battle between the forces of good and evil for a young boy's soul. The boy has a sword that is both the key to restoring peace, and yet something of the darkest evil. In a world where nothing is as it seems, friends become foes, and monsters become allies.. Can you handle it?



Towns are a great place to gather information about your journey.

Koei

Genghis Kahn II

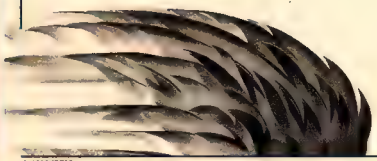
Super NES	Simulation

In the tradition of the great Koei simulations, Genghis Kahn II: Clan of the Grey Wolf, a game about war and survival in ancient times, is on its way! Take control of your military forces and try to win the wars.



YIELD TO RODENT

He's a hairball on wheels. A rodent with an attitude. A head-on collision with what's happening. Catch ***Rocky Rodent*** *at your local video game store—if you can move that fast.*



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NEXT WAVE

Namco

Star Quest

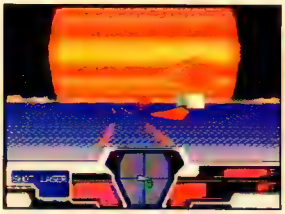
Genesis	Action

Get ready for a futuristic action RPG that's light years ahead of the usual games. Track down interstellller criminals called Voids, and eradicate them with your high-tech space ships. Team up with your robotic buddy Freddy, and work together to bring the criminals to justice.

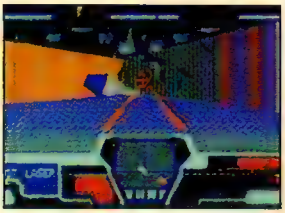
Players have been on the lookout for Star Quest for a long time. It was well worth the wait. The combination of action with RPG elements really gives this game a unique flavor. I highly recommend it.



At the command center, you'll be assigned your missions.



Engage on a search and destroy mission, and become a hunter.



You've got an enemy in your sights. Let your mark be true.

Namco

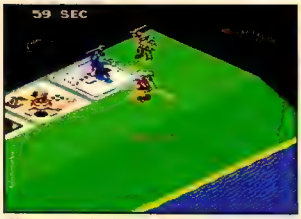
Metal Marines

Super NES	Simulation

One of the neatest games in a long time is Metal Marines. It is a military sim that is quite unlike any other. You have control over a wide range of deadly weapons, including mechs. The object is quite simple—outlast your enemy who is trying to destroy you.

To totally eradicate your foe, you can launch missile strikes, or better yet, have a mech assault team demolish his bases. You have so many options at your disposal, the possibilities are endless.

Metal Marines is a good game to try, especially since there are so few military sims. The graphics are nothing to write home about, but the game is solid, and a lot of fun to play. It's a game worth trying out, even if you don't like war simulations.



Have a mech platoon wipe out an enemy base. It's a great stress reliever.



Launch tactical nukes at the other guy, and hope he doesn't do the same.

Dynamix

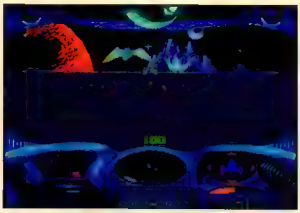
Stellar Fire

Sega CD	Shooter

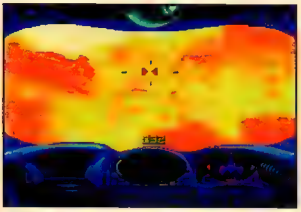
Play as a pilot from the year 2206, as the lead fighter in the assault against the vicious Draxon armies. Travel through the Arturan planetary system in search of the defense shields that could open up the heart of the Draxon empire. The Draxon armada has a whole arsenal of weapons in which to destroy you. They have flying jets, armored tanks, and other deadly weapons. Luckily, you can find power-ups amidst the ragged battlefield.

Similar in style to the old game Battlezone, you control a land-based attack vessel in a 3-D polygon landscape. Use your weapons systems to knock out various opponents before they have a chance to kill you.

As can be expected, this CD game has heart-pounding music to go along with the action. The polygon graphics sure are smooth. The control is responsive too. So ask yourself, do you have what it takes to destroy the Daxon Empire and save the Earth? The future of mankind rests on your shoulders.



Lock and load the cannons to blast away the oncoming fighters.



The action really heats up as you square off against swarms of enemy fighters.



The 3-D worlds are rendered in polygon graphics for incredible detail.

NEXT WAVE

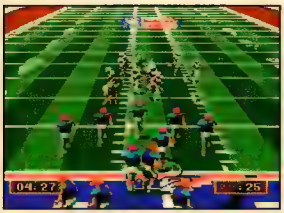
Sega

Joe Montana

Sega CD	Sports

In an effort to create a realistic, yet fun game of football, Sega has created Joe Montana CD. This CD title has digitized cinemas, real voice, and scaling built in. Pick your plays from a gigantic playbook, and take to the field.

Joe Montana CD has above average graphics, and takes Genesis football games to new heights. The playability is better than previous incarnations, and anyone who is a sports fan will like its realism. There are more plays than ever before, and if you need help, Joe Montana himself will clue you in on some, via cinematic display. If you have a Sega CD, Joe Montana CD will be hard to pass up. This is the best Sega football game. One can only wonder how Sega will top this CD next time around. Until then, this is on top.



Get set for some major football action with this incredible CD game.



Charge on down the sidelines to get past the opposition.



Listen to Joe Montana for some friendly advice during the game.

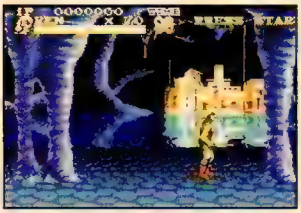
Sunsoft

The Pirates of Dark Water

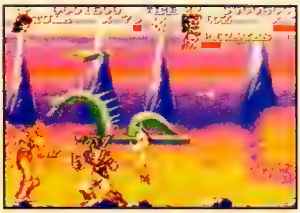
Super NES	Action

Based on the animated series that premiered last year, relive all the swashbuckling action of the show. Play as the heroic Ren, or the cunning Tula. Each warrior has his own strengths and weaknesses.

The Pirates of Dark Water takes place in a fantasy realm where evil permeates the very water. Pirates have enslaved everyone, and you must save them. You are their only hope for salvation.



Ren explores a mysterious set of caves, where he finds much danger.



Tula can really kick some butt on the tougher enemies.

HAZARDOUS HAIRBALL 660

Get ready to "Rocky" and roll. This is hair-raising action in fast forward. Get ***Rocky Rodent*** *today at your local video game store. And don't forget your hairspray.*

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SEPTEMBER 10-12	SAN FRANCISCO, CA	MALL AT NORTHGATE
SEPTEMBER 17-19	CHICAGO, IL	WOODFIELD MALL
SEPTEMBER 24-26	MINNEAPOLIS, MN	MALL OF AMERICA
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OCTOBER 22-24	ATLANTA, GA	TOWN CENTER AT COBB
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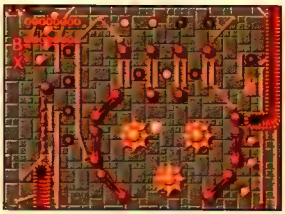
NEXT WAVE

Electronic Arts

Virtual Pinball

Genesis	Action

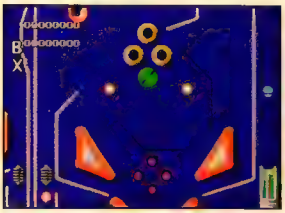
Electronic Arts' latest venture, entitled Virtual Pinball, has a number of noteworthy features. Among the many levels of game play, you have the ability to change the basic structure of the bumpers, paddles, and other aspects. You can change the motif from the traditional flippers, to a blood and guts gore fest. You can also select your background and music. Virtual Pinball also has a lot of difficulty settings, so no matter how good you get, you'll always be going up hill. Virtual Pinball is a really good pinball game.



The guts backdrop has real squirting blood and skulls. Cool!



This techno-terror of a level is strewn with lots of ways to get points.



Try your skills on an old fashioned machine. Are you a pinball wizard?

Konami

Sunset Riders

Super NES	Action

The Wild West comes alive on the Super NES. Konami's cool arcade game, Sunset Riders, is an exact replica of the coin-op. Unlike the Genesis version, this game has all of the levels and characters. This game is a real treat, especially in the two-player simultaneous mode.

The action will get pretty hairy, with bullets whizzing around you at every turn. Avoid stampedes and apprehend the criminals. Bring them to justice and win the game. Sunset Riders is a great translation. It is one of the better two-player games around.

For gunslinging action, Konami's Sunset Riders sure packs a wallop. Konami put a lot of time into this one, and it shows. Are you up to the challenge to be the toughest in the West?



Stop the train from being hijacked by the ruthless gang of criminals.



Ride your horses through the wagon train, all the while dodging bullets.

Sega

Virtua Racing

Genesis	Driving

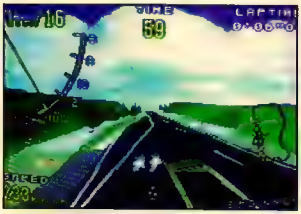
One of the most innovative racing games of all time is almost here on a home system. I know we've covered Virtua Racing before, but now the game is even closer to completion.

The home version is surprisingly close to the coin-op. This lightning fast racer scrolls by smoothly, with the polygon graphics scaling by too.

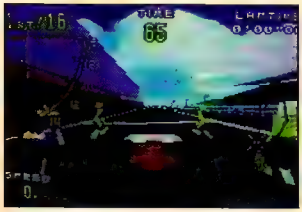
All the perspectives from the arcade are here, so you can see from the driver's point of view, behind the car, back a little ways from the car, and from above the course.

These pictures have much more detail than last time, as Sega has added the clouds, some of the background animation, and even the pit crew. It doesn't get much better than this! The new DSP chip in action shows what the Genesis is really capable of.

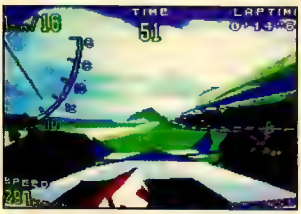
So keep your fingers crossed, as this is one racing game you won't want to miss. Hopefully Virtua Fighters will be next on Sega's list.



For a bird's eye view of the course, this vantage point works great.



Even the pit crew has been kept in on the Genesis version.



Get right into the heat of the action with this up-close point of view.

ORIGINAL
GAME BOY
GAME PAK

COOL BALL

WHAT'S A LITTLE ROUND GUY T

HERE YOU ARE, BOUNCING ALONG HAPPILY IN THE PREDAWN OF THE UNIVERSE WITH YOUR GIRL-FRIEND, SUZZETTE. THEN ALONG COMES THE BIG BANG AND "WHAM" - OFF SHE GOES FLYING THROUGH TIME, SCREAMING FOR HELP! SHE'S COUNTING ON YOU TO TRAVEL THROUGH TIME AND FIND HER! YOU'LL NEED TO COLLECT VARIOUS OBJECTS ALONG THE WAY, ALL OF WHICH MUST BE COLLECTED IN ORDER TO COMPLETE EACH LEVEL. YOU'LL ENCOUNTER HUNGRY PIRANHAS, GNARLY PTERODACTYLS, GIANT RATS AND TREACHEROUS SWOOPING BIRDS ON YOUR JOURNEY. SO THINK FAST AND KEEP ON BOUNCING!





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HE SAID HE'D BE BACK

HE'S BA

WITH MORE LEVELS MORE ENEMIES
MORE WEAPONS MORE CONTROL

THE TERMI



IN A CONTEST MORE CHALLENGING, MORE INTENSE AND MORE COMPLEX THAN ANY YOU'VE EVER FACED BEFORE. THE TERMINATOR FOR THE SEGA CD™ GIVES YOU MORE THAN TWICE AS MANY LEVELS AS THE SEGA™ GENESIS™ VERSION, PLUS DIGITIZED FOOTAGE FROM THE ORIGINAL FILM, REVOLUTIONARY QSOUND™ AND HARD ROCKING ORIGINAL MUSIC. **SAVING THE WORLD HAS NEVER BEEN MORE FUN.**

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Virgin GAMES

SEGA

Q SOUND

ACK
NATOR



SPECIAL FEATURE!

NEW FIGHTING LOCATIONS

JAMAICA
Peaceful tropics become battle grounds



HONG KONG
Outdoor balcony with lots of fighting room



ENGLAND
These wars are waged outside the castle



MEXICO
Behind the border, a crowd looks on



SHORYUKEN THIS!!!

With the growing popularity of fighting games and the undisputed success of the king of the hill, Street Fighter, the anticipation and curiosity surrounding this game is immense. Well, you won't be disappointed. The company that continues to put out superior products (both arcade and home video games) aim to please and they sure do!

Little info is known about this awesome new coin-op. But from the pictures alone, you can get a feel for the quality that Capcom is famous for (remember the transition from SF to SF2). However, it doesn't get by only on its looks—you can be sure the sounds and game play push technology to the limits.

There are four new and amazingly unique fighters and places to fight as well as incredible new moves. We should expect nothing less from the company that retains a level of social consciousness by delving into all races, cultures, and religions, to bring us the most unique and authentic fighting characters from around the world.





All characters, character likes, [illegible] are preliminary and subject to change

AWESOME NEW FEATURES
IN THE BADDEST VIDEO BRAWL EVER!!!

- THE BATTLE WAGES EVER MORE FIERCELY WITH THESE 4 NEW CHALLENGERS!
- Q-SOUND AND VIVID GRAPHICS BRING YOU INTO THE ACTION!
- ALL THE ORIGINAL FIGHTERS, TOO, HAVE ACQUIRED NEW SURE-KILLING TECHNIQUES AND HAVE MASTERED NEW MOVES!
- YOU CAN SELECT YOUR FIGHTER'S COLOR! (Each fighter has 8 colors to choose from. Choose your color using the play buttons on the control panel.)
- IN ADDITION TO THE STANDARD ONE-ON-ONE VERSION, THE WORLD'S FIRST "TOURNAMENT BATTLE" VERSION ADDS A NEW DIMENSION TO THE COMPETITION!

EIGHT AWESOME CHARACTER COLORS TO CHOOSE FROM!!!

GUILE FEI LONG THUNDER HAWK





NEW SCORING SYSTEM!

There are no more draws in this game. The player with the higher score is the one who wins the round. The new scoring system allows players to jack up serious points!



REVERSAL Time your enemy's initial attack and reverse it for big points.



1ST ATTACK You can earn big points if you land the first hit on your opponent.



COMBO Use multi-hit combos (like Fei's fireball motion) for extra pts.



Q-MANN'S

TOP TEN THINGS I WOULD LIKE TO HAVE SEEN IN SUPER STREET FIGHTER 2...

Even though the game has undergone some bitchin' changes, I, the Q-Meister think there are still a few concepts and features that could have been added to this revamped, yet SLOWER version. Cammy is a nice addition to the group, but how about adding a few more super-buff female fighters in skimpy outfits to spice things up a bit?

10. TAG TEAMS
9. TOUGHER TO DIZZY OPPONENT
8. MORE BLOOD
7. EQUALIZE ALL CHARACTERS
6. CHANGE CHARACTERS EACH MATCH
5. LOW ENERGY COMEBACK MOVES
4. ADJUSTABLE SPEED
3. FATALITIES
2. HARDER TO THROW
1. MORE BABES!



BORN: [illegible]
HEIGHT: 6'1"
WEIGHT: 202 lbs.
LIKES: Singing, screaming, dancing.
DISLIKES: Silence.
A cheerful guy, he was on his way to stardom in the music business when he experienced a special sensation while kickboxing. Now he travels the world for a new kind of music.





BORN: [illegible]4
HEIGHT: 5'4"
WEIGHT: 10[illegible] lbs.
LIKES: cats
DISLIKES: Anything when she's upset.
A very fickle woman whose memory goes back only three years. Left at a special agency academy, she became a British agent to terminate the "Shadlus" Bosses.





Without rhyme or reason, he continues to battle, as if thrust into the fray by some earnest compulsion.





He lived with Ryu during childhood to master the techniques of the teacher they shared, and is now widely acknowledged to be Ryu's toughest rival.



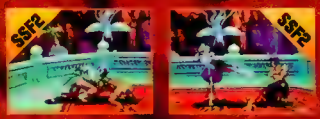


Japan's #1 son, there's nothing he likes better than sumo wrestling and boiling his Japanese baths. His effort and spirit are evident in whatever he does.





Searching for her father, who vanished into thin air, she continues her lone battle.





Having survived unknown hardships in the wilderness, this man of the jungle has the fighting spirit and knows how to stay alive.

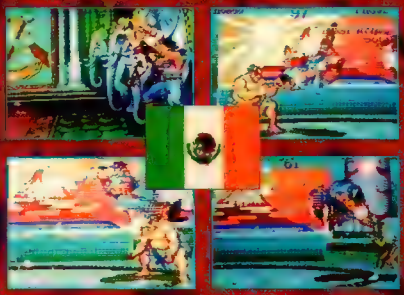




Thoughts of the motherland weigh heavy on his heart. It is these thoughts that lead him to battle.



All screen shots, character bios, and moves are preliminary and subject to change.



BORN: 1959
HEIGHT: 7'6"
WEIGHT: 224 lbs.
LIKES: Animal and nature decoration.
DISLIKES: Lies.
He comes across as antisocial, but he's warm-hearted. He respects animals and nature. The "Shadlue" tormented his family and homeland. Now he seeks revenge!





BORN: 19[illegible]
HEIGHT: 5'[illegible]
WEIGHT: [illegible]2 lbs.
LIKES: Kung Fu, and self-assertion.
DISLIKES: Indifference.
Hot-blooded and reckless, he remains simple-minded. He has trained in Kung Fu at an early age. Later, he started a movie career. He enters the tournament to test his skills.





He has thrown away the army, his country, and the family he loves to exact revenge for his friend on Bison.



Master supreme of Yoga, the world's gentlest man aims to be the world's toughest man.



When it came to fighting he was hand and fist above everyone else. There are no rules in his battle—discretion is a concept to which he does not describe.









His mastery of Muaythai once made him a hero the world over. He remains as ardent as ever in his determination to beat Ryu.



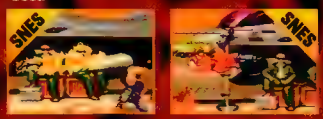
An aura of grace and refined living emanate from his presence. But inside lurks a blood-chilling maliciousness.



Emperor of darkness, he allows his very emotions to be controlled by the forces of evil. It is the word "evil" that describes him best.







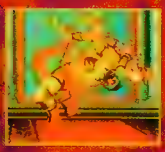
ENHANCED MOVES AND TECHNIQUES!



KEN
His invincible move now adds a flame effect, as he delivers a new burning dragon punch.

CHUN LI
A nice way of throwing a fireball. (like a sonic boom) but don't expect her to turn the other cheek.





ZANGIEF
To accompany his many ground throws, he now has an aerial throw to give him air superiority.

M. BISON
He upgraded from a head stomp to an almost Vega-like swan dive. I bet Vega ain't happy!





RYU
This quick Ken clone can throw a powerful fireball that leaves the opponent in flames.

BALROG
The boxer gets off his feet to deliver a new air move. This might help against jumping foes.



NORMAL MOVES ARE UPGRADED TOO!

SAGAT
THAI KNEE
The deadly knee comes in handy.





CHUN LI
HIGH KICK
A vertical kick to the head.

ATTENTION TO DETAIL MAKES THE DIFFERENCE

USA
KEN STAGE
Check out the differences in the ship. That's a big boat. Or maybe it's small.



INDIA
DHALSIM STAGE
A new elephant combo! And a big mess to clean up!



BRAZIL
BLANKA STAGE
The hut in the background has the people who brought Blanka back to life.



CHINA
CHUN LI STAGE
From clear skies in the daytime to the evening sunset.



SUPER STREET FIGHT 2 GETS A FACE LIFT...LITERALLY!

SSF2 BLANKA VS. SNES



From freak of nature to a more human figure, Blanka gets a sinister look.

SSF2 SAGAT VS. SNES



Dhalsim has a more chiseled look with a smaller head, for better proportion.

SSF2 M. BISON SNES



The evil dictator now has burning eyes which strengthens his sinful presence.

MORE NEW FACES!!!



All screen shots, character bios, and moves are preliminary and subject to change.

THE TOURNAMENT BATTLE



A NEW DIMENSION TO FIGHTING GAMES

Besides the stand-alone version, Japan is already testing a new linkage system that allows 4 monitors to be hooked up together for an eight-player battle.





In Japan, the SSF2 craze is in progress. Hundreds of players are lining up at machines which are being tested for multi-machine link-ups. Just imagine the tournaments that this system could inspire in the U.S. This new way of playing could revolutionize arcades.

THE SCOOP ON THE "TOURNAMENT BATTLE" VERSION

1 8 PLAYERS AT ONCE

2 SUDDEN ELIMINATION

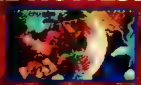
3 SPECIAL RULES

4 "SEAT CHANGE SYSTEM"

EGM DELIVERS INFO ON THE HOTTEST MOVES



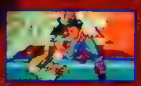
All moves are basically the same except for Cammy's Knuckle Blast which involves a new button/joystick technique never before used in SF2. Zangief loses his invincible lariet but makes up for it with some new air moves. Dhalsim's teleport is a little easier, but still uses 3 button combinations. Ken/Ryu can dizzy their opponents even faster than before. Wonder why it says Maximum on Dee Jay's leg? It originally said "Mantis", but the "N" and "S" were backwards when he faced left!



Guile's flashkick is a 1-hit knock down move.



Fei Long's Dragon Kick is a reverse dragon punch.



T-Hawk's Storm Hammer is like Zangief's S.P.D



Do Dee Jay's Double Dread as a sonic boom

WIN YOUR OWN SUPER STREET FIGHTER II

The New Challengers

ARCADE GAME!

FROM

ELECTRONIC GAMING MONTHLY

Take home a SSF2 arcade game! EGM's got it and we want to give it to you! Others may bore you with lame trivia questions to win even lamer prizes. We don't care how stupid you are, as long as you can fill out the coupon below you can WIN!

Complete the entry form, then mail to:
SUPER SF2 CONTEST (EGM)
1920 Highland Ave, Suite 281
Lombard, IL 60148

SUPER STREET FIGHTER 2 CONTEST ENTRY FORM

Name: _____

Address: _____

City, State: _____

Zip: _____

Phone: (___)_____

Contest Rules: All entries must be received by December 1, 1993. EGM is not liable for lost or misdirected mail. One entry per person. No purchase necessary to enter. A random drawing of all eligible entries will be conducted to award the prizes, and the winners will be notified by January 1, 1993. Prizes are not transferable. Illegible or incomplete entries are ineligible. All state federal taxes, if any, are the responsibility of the individual winner(s). All judges decisions are final. All prizes will be awarded. Void where prohibited or restricted by law. All Federal, State and local laws and regulations apply. Employees of Sendai Publishing Group, Inc. and their affiliates are ineligible to enter. Sendai Publishing Group, Inc. reserves the right to cancel this promotion at any time with appropriate notice. Winners' names, likeness and prize information may be used by Sendai Publishing Group, Inc. for any promotional or advertising purposes without further compensation.

SUPER NES

Ardy Light Foot

FACT FILE
ARDY LIGHT FOOT

MANUFACTURER	# OF PLAYERS
[illegible]	1
DIFFICULTY	AVAILABLE
[illegible]	[illegible] '94
CARTRIDGE SIZE	NUMBER OF LEVELS
[illegible] MEG	14+
THEME	% COMPLETE
[illegible]	75%

THE GOOD

Ardy's buddy Peck! Having a pal that can actually do something is a definite plus.

THE BAD

The "one-hit-wonder" play mechanics that send you packing after any misstep.

THE UGLY

The red crap inside the giant worm.

Find these Useful Items:

A variety of power-ups and other icons are just waiting for you to find them in the levels! Look inside treasure chests for some of the items shown below:



Checkpoint: Jump on the head of this statue and start from this point if you die!



Treasure Chest: Open these items for icons that are hidden inside! Very helpful!



Dual Tank: Give this item to your buddy Peck, so he can inflate and fly!



Bomb: These timed explosions can be picked up and put down somewhere else!



One-Up: Grab this Ardy Light Foot icon and get an extra life for the game!

Ardy Light Foot...

Ardy travels with his good friend Peck! Ardy can use Peck for a variety of tasks—even as a deadly weapon!

Push: Ardy Light Foot can push large blocks together for easy access steps!





Pogo Tail: Ardy can use his tail as a pogo stick for an extra high double jump!

...his friend Peck!



Peck as a Weapon: Throw Peck at enemies and he will take a chomp out of them!

Hidden Peck: If you take a hit, Peck may vanish. He could be in a chest!





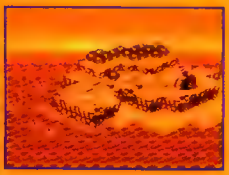
Inflated Peck: Peck can inflate like a balloon and Ardy can hop on and fly!



The Main Map: Where to next? Find out here!

The Main Map:

Like many other action games, Ardy Light Foot displays a "Main Map" before each stage showing exactly where you are going and how far you have yet to go in order to finish the game!



Once you have completed all the areas inland, you will venture off to the red island in the sea (up right)!

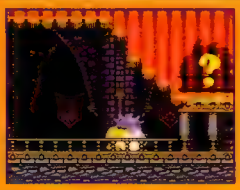
Game Over?

If Ardy and Peck are defeated, they will end up as attractions in a zoo! However, there is a password function so you don't start over!

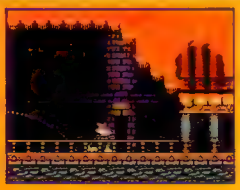


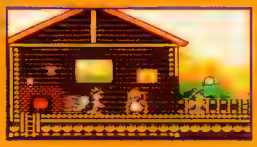


A new kind of hero is about to whiz across the screen at you—Ardy Light Foot! However, this is a character with a unique twist—he travels with a little buddy named Peck! Peck (resembles a blue Kirby) can be used for a variety of things: he can inflate into a balloon where Ardy can hop on and ride on his back; or, he can be thrown at enemies for a bite attack! Ardy also has a few moves of his own: he can pick up items (like bombs); push large rocks to make steps; and use his tail like a pogo stick for super high jumps! This duo will need all these skills and more to defeat the armada of enemies against them!



A SNEAK PEEK AT WHAT'S IN STORE: Before each level there is a cinema showing an upcoming Boss! The mysterious creature behind the red curtain is giving the orders to his minions!





OTHER CINEMAS: There are also several extraneous characters along the way to help Ardy and Peck out! For example, the lady on the left gives important information on a succeeding level!



Practice Round: Unsure of how to use Ardy and his buddy Peck? The first scene is a practice round where you have an opportunity to fine tune your skills! Testing Ardy's Pogo Tail Jump, picking up skills, as well as Peck's attacks, can be done here!



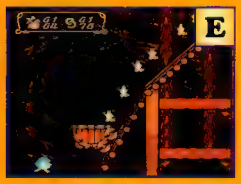
You can exit the Practice Stage at the fountain at the very end!





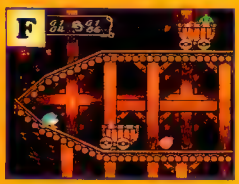






A Quick Glance at Some of the Many Stages You Must Pass:

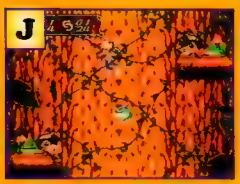
A & B - Scene 1: Run through the burning town, but be weary of overhead meanies who fly by and drop bombs on your head! You will face a giant mole with a spiked helmet at the end of the scene!
C & D - Scene 2: In the mines! Jump from basket to basket on the wheel, but look before you leap, for there may be enemies hiding in the other baskets. Also run quickly on the conveyor belts—they will slow you down!
E & F - Scene 3: Hop in a mine cart for a fast ride! However, you are not alone—enemies have their own mine carts and bombs, too! Dodge these projectiles or be blown off the track!
G & H - Scene 4: In a forest, here you will have to use Peck to fly! Also look out for deep pits with spikes—one hit and you're finished!
I & J - Scene 5: This is a race to the top in the inside of a giant tree! Of course there are enemies everywhere shooting at you!
K & L - Scene 6: This stage takes place inside a giant worm that swallows you up! Watch for spikes when falling!















SUPER NES

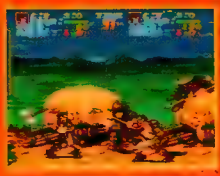
Legend

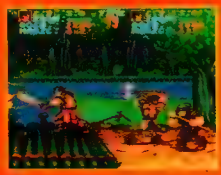


FACT FILE

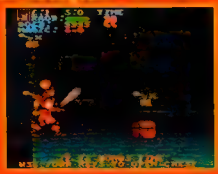
LEGEND

MANUFACTURER	# OF PLAYERS
[illegible]	[illegible]
DIFFICULTY	**AVAILABLE**
[illegible]	[illegible]
CARTRIDGE SIZE	**NUMBER OF LEVELS**
[illegible]	8+
THEME	**% COMPLETE**
ACTION	90%

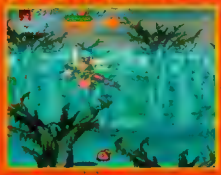




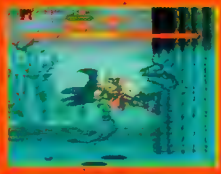












THE GOOD

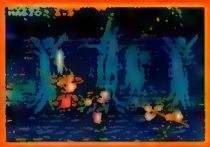
Good graphics, with sometimes beautiful multi-level scrolling. The fighting techniques are also a plus!

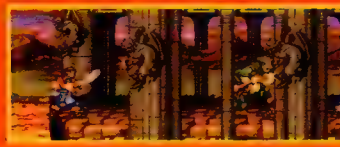
THE BAD

The control is a bit sluggish, and the repetitive cries of slain foes gets real annoying, real quick.

THE UGLY

Sickly-looking Bosses (especially in the prison) and the nightmare-inducing toothy Stage 5 Boss!







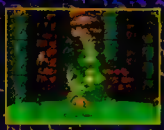
Magical Items: Knock Out Enemies!



You need to have at least two of these items to use the magic ability. Below are the three main magic spells you can execute - each using two of these items: Far left - lightning explodes across the screen; Middle - a widening red beam will move to both sides from the center of the screen; Far right - a giant skull will breathe deadly green fire on everything! Press A!







Items To Be Found In The Levels:

These items can be found when you defeat an enemy or when you smash open a barrel! These are in addition to the magic item!



$ BAG: Collect big money from these sacks!



KEY: Open chests in the Bonus Round!



BREAD: Restores part of the Life Meter!



TURKEY: Restores part of the Life Meter!



1-UP: This triangle item will give an extra life.

You Retain The Right To Defend Yourself - And, Of Course, To Attack Enemies!

Fight!

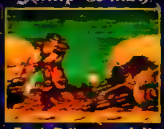
Here are the moves your warrior can perform in the battle! The sword swing is very slow though!.

Jump Kick



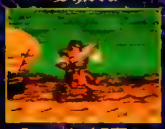
Push B then diagonally down and the Y button!

Jump Slash



Push B then push Y halfway down on your descent!

Shield



Press the LEFT or RIGHT button to block attacks!

Slash



Press Y to slash with your mighty battle sword!

Throw



Press X to throw. Note: this takes off your Life Meter!

Stage 4: The Old Mill





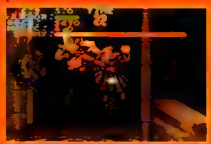




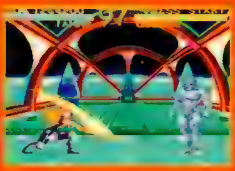




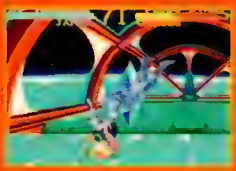








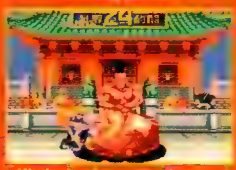
GEE GUS:





DEATH MATCH:

BONUS ROUNDS:



NORMAL MODE:



WORLD HEROES

FACT FILE

WORLD HEROES

MANUFACTURER	# OF PLAYERS
SAMSOFT	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	NOVEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
16 MEG	8
THEME	**% COMPLETE**
Fighting	95%

THE GOOD

Each of the stages has a nice background, with multi-scrolling and plenty of color.

THE BAD

The "charge moves" are difficult to get off in a pinch.

THE UGLY

Sticking to the wall in the spikes stage of the Death Match Mode.

THE DIFFERENT BUTTON CONFIGURATIONS:

1 BUTTON:	2 BUTTON:
DEFAULT SETTING	LAUNCH
PUNCH	PUNCH
KICK	KICK
THROW	THROW
	SPECIAL

THE CAST OF CHARACTERS:

These are the fighters you can play in the game! You can play against a friend (where you can choose your stage as well) or against the computer, where you take on the five fighters, concluding with Gee Gus, the master fighter!

KEY TO MOVES:

How to do them:

In addition to the regular kicks and punches, each fighter can perform special

B = BACK

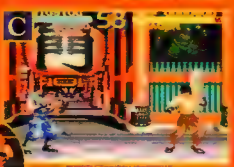
CB = CHARGE BACK

HANZO & FUUMA:

Although they look different, these two fighters have the same moves







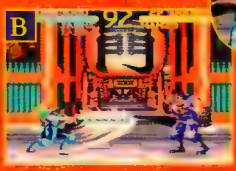


JANNE:









Janne's Moves:
A) SWORD FIGHT:
JUMP, D + PUNCH
B) SWORD SWIPE:
CD, U + KICK
C) FIRE BIRD:
DB, F + PUNCH

DRAGON:









Dragon's Moves:
A) AIR THROW:
JUMP UP, PUNCH IN THE AIR
B) FLAMING KICK:
B, F + KICK
C) FISTS OF FURY:
FIRST PUNCH RAPIDLY

BROCKEN:









Brocken's Moves:
A) GOBBLE FIRE:
CB, F + PUNCH
B) ELECTRIC SHOCK:
PRESS PUNCH RAPIDLY
C) HURRICANE HAND:
D, DF, F, DF + PUNCH

RASPUTIN









Rasputin's Moves:
A) FIREBALL:
D, DF, F + PUNCH
B) MID-AIR FIREBALL:
JUMP, D, DF, F + PUNCH
C) ROBE ATTACK:
D, DB, B + KICK

J. CARN:









J. Carn's Moves:
A) SHOULDER THROW:
CB, F + PUNCH
B) POWER SLIDE:
DF + KICK
C) NAPALM PUNCH:
CD, B + PUNCH

MUSCLE POWER:







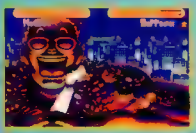


M. Power's Moves:
A) ELBOW SMASH:
CB, F + PUNCH
B) SPRINGBREAKER:
GRAB AND [illegible]
C) THROWS:
CLOSE + ATTACK

Ranma 1/2 Hard Battle

Ranma 1/2 in the U.S.A.! We finally get the chance to say that! Thanks to the guys at Viz Communications and DTMC, Ranma 1/2 part 2 will see the light of day here! All of the graphics are the same, but the voices have been changed to match the dubbed T.V. episodes coming out on tape (subtitled ones soon after)! So, once again, the consumers' demands have paved the way for this! Can't wait for the letter art!

Happosai



Hey, there's a bonus 13th character! The little pervert, Happosai!

COOL NIFTY OPTIONS!

Five On Five!







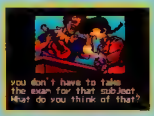
Player Vs. Same Player



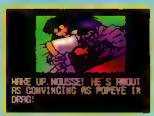


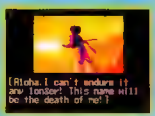
There is a 5-on-5 player option as well as a character vs. character ability!

SCENARIO STORY MODE!











FACT FILE
RANMA 1/2 HARD BATTLE

MANUFACTURER	# OF PLAYERS
DTMC	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	NOVEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
12 MEG	12
THEME	**% COMPLETE**
FIGHTING	95%



EGM TIP #001

To be able to throw fully charged attacks and still be able to use the Hard Attack, configure the controller so that there are Hard Hit buttons on L+R!

THE GOOD

Finally, a Ranma 1/2 title gets to the States mostly intact while sticking to the comic book's humor.

THE BAD

All the voices are changed and they bite! Some you can get used to, but Ranma Male's really sucks!

THE UGLY

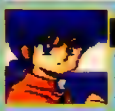
Yea, the fans wanted the characters to remain intact, but couldn't you at least translate Genma's signs?



Ranma Female

Take a look at Ranma Male to find out why she's here!





Ranma Male

To avoid taking Kocho's test, he must fight to win.





Akane Tendo

If Akane wins, Kocho will make sure no men ask her out again!





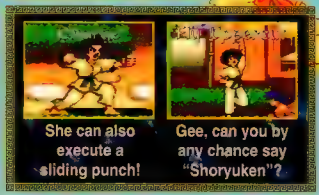
A truly nasty deterrent for jump attackers!

What I wanted was a Bud Light, stupid!



Use your Chi power to heave up the earth!

A Chi Blast that really knocks you back!



She can also execute a sliding punch!

Gee, can you by any chance say "Shoryuken"?

Ryoga Hibiki

Stricken with amnesia, Ryoga is told that he has to fight.



This blast goes across the ground at you!

Were does he get those bandannas anyway?

Mousse

Mousse is out to make his life full of nothing but happiness!



Pulls out his chicken and tosses his eggs!

Skewered shoulders never were so funny!

Genma Saotome

Genma's main goal is to make Ranma one of the best fighters!



This one is powerful as well as a bit obscene!

His charge motion does incredible harm!

Hikaru Gosunkugi

Hikaru is out to win lovely Akane's heart.



Watch out for big flying Voo-doo dolls!

Hammer and Nail! Voo-doo boy damage!

Bakuchioh King

To get the casino of his dreams, he must win the battle!



A deadly card bow and arrow causes damage!

Talk about playing one cheap card game!

Shampoo

She is out to prove herself so Ranma may respect her.

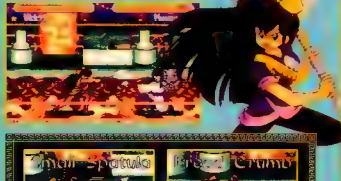


This upward bound kick can take anyone out!

Charges at you with whatever those balls are!

Ukkyo Kuonji

If Ukkyo is the victor, Kocho will sponsor her.



Plus, she can toss her utensils at you (Hey).

This bread is strong enough to knock you out!

Pantyhose Taro A

He is looking for the one who gave him his name.



A really annoying magical flaming kick!

The belt about his waist can be a weapon also!

Pantyhose Taro B

This is the second form of Taro. Strong!



Well, how are bulls most commonly known?

It's embarrassing to be taken out by 2 fingers!

(cont.) amazing feats ever attempted. This is a circus act like no other, with thrilling stunts and [illegible] acrobatics that s[illegible] audience. Some[illegible] Aero the Acro-Bat, high-flying, death-defying artist who combines superb artistry with exciting and danger. This reporter has never seen anything quite like it.

The circus starts out innocently enough, with Aero soaring through the air in a series of aerial somersaults. This is gold medal stuff, fans. He flips, zips, hurls and whirls through the air, as the audience gapes and gasps in amazement. "Aero the Acro•Bat is a totally awesome dude," said Rita Zimmerer, one of the lucky girls who sat in the front row of the circus. "For a little bat, Aero's act is based on agility and plain [illegible] frequently buzzes the audience as he leaps from trapeze to trapeze, bathed in brilliant spotlights. As the audience holds their collective breath in silent amazement, at times the only sound is Aero's high-pitched squeal of delight as he prepares for one of his now-famous power dives.

Even the other circus performers stop to watch Aero. This reporter noted clowns, magicians and even [illegible] operators from the fa[illegible] gathered und[illegible] what migh[illegible] final [illegible]rmance. [illegible]ed [illegible]out really fun, but then it got weird," recalled circus janitor Al Artus. "I thought that little bugger was gonna bite it, all right," added Janette Hyssong, circus vendor.

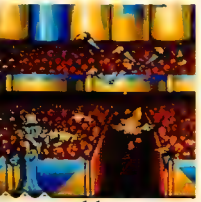
Leaping from a towering, teetering platform, Aero the Acro•Bat realized that this was more death-defying than [illegible] One of the platforms was rigged with explosives [illegible] which threatened not only our super bat, but the entire audience as well! "I thought I'd wet my pants," complained Karen Shadley, a shy young girl who had traveled all the way from Illinois to see Aero the Acro•Bat perform. "When that platform disintegrated, my life was in Aero's hands." Capable hands indeed, as it turned out.

Shrouded in darkness as the [illegible] mysteriously malfunction[illegible] Aero leaped to safety [illegible] injury and still man[illegible] land with a flourish!

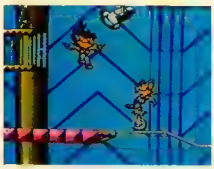
But it was only the beginning. Not only did Aero have to protect the audience from the danger of falling debris, he had to protect himself from the "bad boy of the big top," the evil, diabolical and just plain mean Edgar Ektor. This guy must really hate bats.

This report[illegible] that Ektor [illegible] sabotage the [illegible] and anyone [illegible] to get in his way. And he's not about to stop until Aero —and the circus—are destroyed. Ektor has employed a team of dirty, nasty, filthy, scheming nogoodniks to help him carry out his plan. Clowns that can literally make you laugh to death. Not to mention whipping spiked balls that can do serious damage. Or a psycho madman named Marko, who constantly shoots him self out of cannons like a crazed kamikaze. [illegible]n't even mentioned [illegible]ound tightrope-balleriloves to squish bats. [illegible]out a handful!

If you've read this far, you qualify as a real fan of Aero the Acro•Bat. And if you're one of the first 100 people to send a 3x5 postcard with your name, address, age and telephone number to Aero's Secret Offer, Sunsoft, 11165 Knott Avenue, Suite A, Cypress, California, 90630, we'll send you a free copy of the Aero the Acro•Bat video game. Please specify Super NES or Sega Genesis format. But hurry up and do it. Only people who read this far will know about it. Now back to our story.



The evil Ektor carries a lot of emotional baggage. According to Bruce Reilly, criminologist and noted circus buff, Ektor was banished from the circus years ago after endangering the lives of his fellow circus troupe



members. Allegedly, his innocent pranks and practical jokes took a decidedly twisted turn, and he enjoyed inflicting pain and suffering on circus performers and audience members alike. "Ektor was a really, really sick little boy," said Alison Quirion, the renowned performing poodle trainer who worked with Ektor during the early circus days. "He started out with normal stuff like squirting flowers, exploding cigars, glue in your underwear, that sort of thing. Next thing you know, there's grease on the seats and dynamite in the popcorn."

Ektor hadn't been around for years. Until the day he appeared in the center ring with the intent of bringing about the demise in mid-performance of Tad "Smiley" Shimoda. He threw a fit, thought we were brainwashed, for sure," said members of the audience, and we didn't even get promised free candy," he added. and their own dressing room when they bagged the lions.

But Aero the Acro-Bat wasn't about to take a licking and keep on ticking. Using strength, agility and wits, he was back on his feet! There the amazing acrobat found himself negotiating a ruthless series of trampoline springboards leading far into the air, each requiring force . . . all the while avoiding becoming a shishkebab on hidden spikes.

Aero continued to perform for the now-terrified audience even while the sicko saboteurs tried to slice him into pieces. The show must go on, and Aero kept right on flying, disarming hundreds of booby traps on the fairground rides and saving thousands of lives in the process. In the meantime, many circus goers found themselves locked in animal cages, their fate yet to be determined by Ektor. "We had just gone down to get some cotton candy when this horrible, ugly slimeball grabbed us from behind!" recalled Tad "Smiley" Shimoda. "He threw me in," I thought we were, for sure," said and we didn't even get on candy," he added.

Reporter, the climax of the big top" of Zero to a fight to which is appalling. The winner of the colossal clash turned out to be (continued)



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SUPER NES

PAC-MAN 2
THE NEW ADVENTURE

Pac-Man has just returned from the dead! This time around, you are in a whole unique atmosphere! This is an order of events type game play that is really original! You are the Great One (a pseudo God-Overseer, I guess) who helps out Pac-Man with his regular daily stuff that he needs to do.

The game is hysterical, and loaded with many forms of animation and unique things that happen to him. There is even a little bonus too—the classic forms of Pac-Man are all present in this game! You just need to find out where they are! A blast from the past is looking good!





FACT FILE
PAC-MAN 2 THE NEW ADVENTURE

MANUFACTURER	# OF PLAYERS
NAMCO	1
DIFFICULTY	**AVAILABLE**
MODERATE	FEBRUARY '94
CARTRIDGE SIZE	**NUMBER OF LEVELS**
16 MEG	N/A
THEME	**% COMPLETE**
ACTION	50%

FIRST, YOU MUST GET TO KNOW YOUR PAC-MAN!



Begin the adventure outside of Pac's house. There is a lot to do and see in just this first area alone. Follow along as you see just what can happen in a typical day!



Pac's lawnmower breaks! He blames the pranking ghost monsters for this mess!



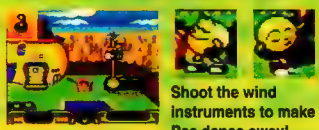
Pac discovers who is behind this—You! He then promptly tries to find an escape!



Make Pac laugh by uncovering a joke book. But he'll wonder where it's from.



After Pac sees you and freaks out, he bashes through the fence and runs down the street right into the path of a ferocious dog!



Shoot the wind instruments to make Pac dance away!



THE GOOD
It's a completely original idea that combines cartoons with video games!

THE BAD
The game needs legs. Once you uncover all the secrets there's no reason to play it anymore.

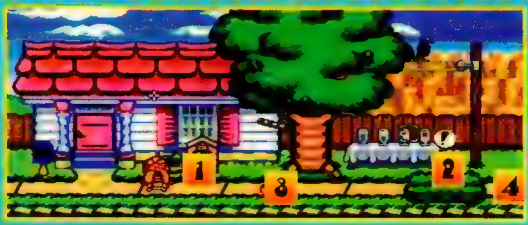
THE UGLY
After the adventure is completed, all you can play is the coin-op original.

GOOD JOB, KID!! NOW GO AND HELP PAC-MAN OUT OR HE'LL GET HURT!!





Having nowhere to run, Pac hides behind a bush.



In this side street, there are plenty of things to do. One of the main things that you need to watch out for is the ravenous dog with his bone!



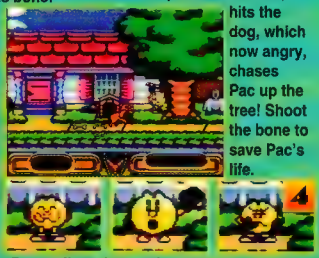
Shoot the apple from the tree and Pac will go for it. But once he spits out the core, he hits the dog, which now angry, chases Pac up the tree! Shoot the bone to save Pac's life.



If you shoot the glasses filled with water, Pac will dance to the sounds of the beat!

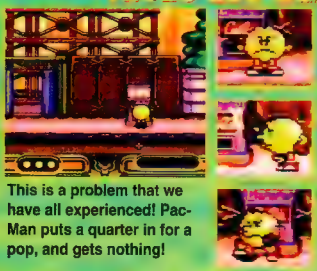


Ahhh! The Ghosts are here! Listen to Pac and get the pellet from the tree to make him super!



Pac realizes that you're harmless after you save him and he bangs on the screen.

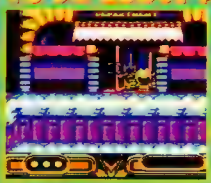
THERE ARE MANY OTHER THINGS TO DO ABOUT PAC'S HOUSE!



This is a problem that we have all experienced! Pac-Man puts a quarter in for a pop, and gets nothing!



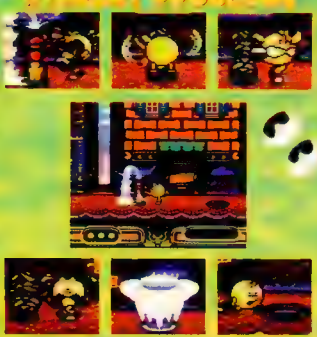
There are many places you have to be careful at, like where you need to slip by without the paint falling!



Hey, now this is fun! Lure Pac into the department store, and then shoot the doors to make him spin!



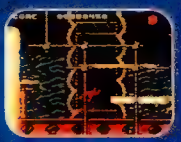
Watch out for many obstacles! If Pac isn't watching where he's going, it could mean instant damage!



Due to stress, Pac kicks a hydrant, and hurts his foot. So he tries to repair it, causing the water to blast into the sewers!



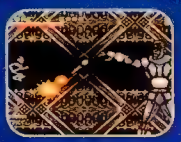




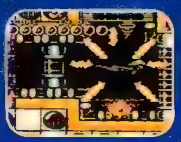
YOU'RE IN FOR A SHOCK, WEBSLINGER!



STOP JUGGERNAUT'S RAMPAGE



BLAST MASTER MOLD WITH OPTIC BEAMS!



UNLEASH YOUR LIGHTNING STORM!



OUTRUN THE LETHAL DOOMBALL!

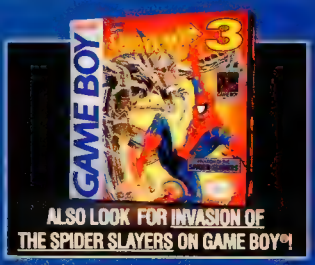
X-MEN™

X-ACT YOUR REVENGE!

X-MEN™ X-CITEMENT X-PLODES WHEN YOU TEAM UP WITH SPIDER-MAN® FOR THE FIRST TIME EVER IN ARCADE'S REVENGE! NOW ON GENESIS™!







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FLYING EDGE™

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SUPER NES

Daffy Duck: The Marvin Missions

Playing the role of Duck Dodgers, you set out to claim planets and save the cosmic space ambassadors from the insidious Marvin the Martian.

Faced with screaming cactuses, instant aliens, and Marvin himself everywhere you look, this game will keep you on your toes. An options screen at the beginning of each set of levels will let you pick which weapons and items you will need for your journey. Hidden items are all over and the stages have no time limit, so explore everywhere! Would anyone like a dip in the lava pit? Hoo Hoo!

WACKY WEAPONS AND ITEMS

FREEZE GUN — Freeze your foes.

ELECTRICITY GUN — Shock the enemy.

3-WAY GUN — Spread out shots.

BOMB GUN — Bomb the meanie.

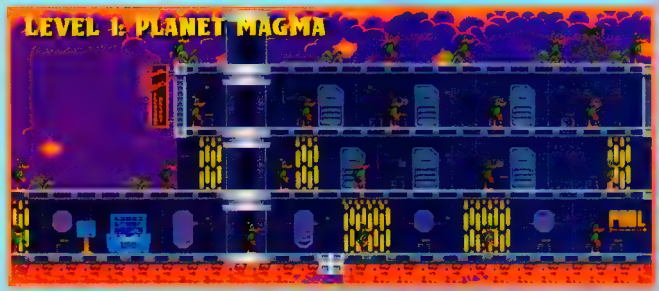
ANTI-MATTER GUN — Blow them away.

JETPACK FUEL — Blast off into the air.

NUTTY ATTACK — Kills everything.

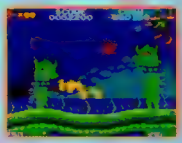
CONTINUE GEM — Start where left off.

LEVEL 1: PLANET MAGMA

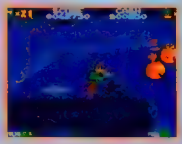


LEVEL 2: AQUARION-4

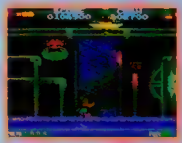
On top of this two-headed sea serpent, Daffy will have to knock around some heads!



These stages will take you through mazes of rock formations with deadly fish and aliens.



Marvin will keep you busy in his underwater base by way of instant aliens and laser shots.

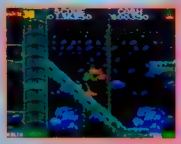


LEVEL 3: ZEUS-3

Daffy has a shield he can utilize in situations such as this frigid robot firing at him.



Slide, slide, everybody slide. It's hard to get a foothold on these icy platforms of Zeus-3.



Once again, Marvin appears to taunt our hero. Where does he get all of those ships?



FACT FILE

DAFFY DUCK: THE MARVIN MISSIONS

MANUFACTURER	# OF PLAYERS
SUNSOFT	1
DIFFICULTY	**AVAILABLE**
MODERATE	NOVEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
8 MEG	20
THEME	**% COMPLETE**
ACTION	100%

THE GOOD

The game has all of the hilarious antics and voices from the cartoon. It's a very comical game.

THE BAD

Controlling Daffy isn't easy to get used to. He often jumps too far and it gets worse in later levels.

THE UGLY

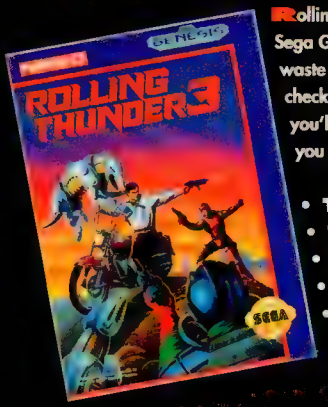
Your joystick after you miss the same hop for the tenth time.



EGM TIP #002

When you are in a situation where there is an opening only half as big as you are, just turn around and duck (no pun intended). Now, shoot the other way. You will be pushed from the force of the gun under the wall blocking your path.

WE'LL BLOW YOU AWAY!



Rolling **T**hunder **3** for the Sega Genesis smokes. We won't waste your time with words, check out the screen shots and you'll know. Grab it while you can.

- **10** hard-core levels!
- **12** action packed megs!
- **9** nasty new weapons!
- **I**ntense hidden areas!
- **P**assword support!



The Game Creator™

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NAMCO HOMETEK, INC.
150 Charcot Ave., Suite A
San Jose, CA 95131-1105
Tel: (408) 922-0712

Might and Magic III



Orcs are some truly nasty adversaries. Make sure that your characters are strong!



You will be asked to make donations from time to time. Spend your money wisely!

Sharpen up your sword for the adventure of your lifetime with FCI's Might and Magic III. You will be represented in battle by six characters. Each of your characters will have different attributes such as intelligence, ability to withstand attack, and strength.

You will be pitted against many different foes ranging from club-wielding Orcs to bubbling gobs of goo. There are literally hundreds of beasts for you to fight.

You can buy items, train for battle, make new characters, or make donations to a shrine. No matter what you do, the action is always a test of your will to live. If you wish to test your RPG mettle, give FCI's Might and Magic III a try!

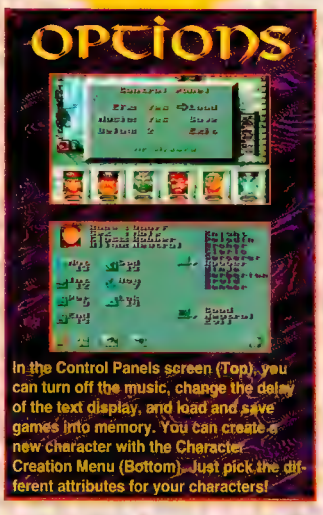


The training grounds are a good place to practice and test your fighting mettle!



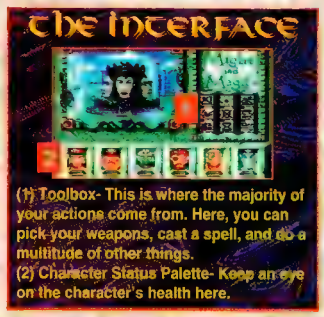
The town of Fountainhead is where your quest begins. Learn your mission here.

OPTIONS



In the Control Panels screen (Top), you can turn off the music, change the delay of the text display, and load and save games into memory. You can create a new character with the Character Creation Menu (Bottom). Just pick the different attributes for your characters!

THE INTERFACE



(1) Toolbox- This is where the majority of your actions come from. Here, you can pick your weapons, cast a spell, and do a multitude of other things.
(2) Character Status Palette- Keep an eye on the character's health here.

FACT FILE

MIGHT AND MAGIC III

MANUFACTURER	# OF PLAYERS
FCI	1
DIFFICULTY	**AVAILABLE**
[illegible]	[illegible]
CARTRIDGE SIZE	**NUMBER OF LEVELS**
12 MEG	N/A
THEME	**% COMPLETE**
RPG	90%



Eeew! Bubble Man looks gross, but he's actually a pushover with a bow and arrow!

THE GOOD

It's a good, solid RPG that will provide endless hours of fun. The music is also very well done.

THE BAD

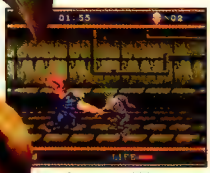
The one-step scrolling when you walk is enough to drive anyone nuts!

THE UGLY

Watch out for the Moose Rats. They'll ruin your day real quick.

HE'S BACK!

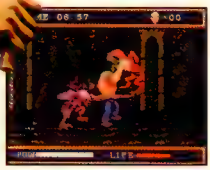
Splatterhouse 3 for the Sega Genesis is the kind of game rating systems were invented for. Check out the screen shots and see for yourself.



So fun you could lose your head over it!



Don't get all choked up!



Get your kicks!



Wear a mask and pack a powerful punch.



Pow! Right in the kisser!

- 16 megs of gruesome graphics!
- Deadly New Weapons!
- 6 levels of monster bashing mayhem!
- Killer special moves!
- Non-linear game play!
- Multiple endings!
- Password support!



Walk on the wild side!



You've gotta have guts!

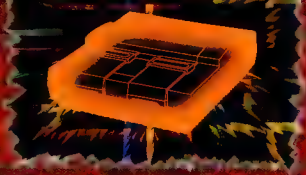
Warning: This game contains scenes of graphic violence that may not be suitable for younger players.

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namco

SUPER NES



This is another game in the vein of WordTris and Tetris! You use the falling Pac-Men to eat the ghosts and eliminate lines by making them all the same substance! There are three games: a Normal Mode, a Puzzle Mode and a Two-Player Versus Mode, where you can play against a friend! There are also four skill levels!

THE GOOD

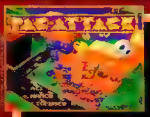
Repetitive play! This will keep you playing all day (and probably all night). The combo mode is killer!

THE BAD

Repetitive play! The music is adequate but could use a little work. There needs to be more options!

THE UGLY

Your friendship when you get a pal to join in the 2-player mode.



FACT FILE

PAC-ATTACK

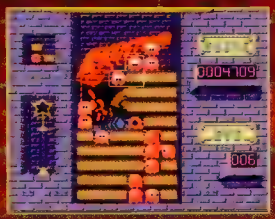
MANUFACTURER	# OF PLAYERS
NAMCO	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	OCTOBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
2 MEG	100
THEME	**% COMPLETE**
PUZZLE	100%

Pac-Man Returns!

PAC-ATTACK

WARNING: These Three Different Games Are Highly Addictive!

1P Normal Mode:

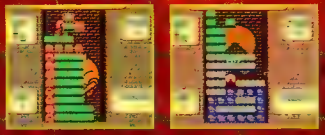




The objective of the 1-Player Normal Mode is simply to keep the screen as clear of ghosts and bricks as possible. Try and keep all the ghosts lined up in a single open line, either vertically or horizontally, and land a Pac on them so he can munch away! With each falling block, the game will get faster or even slower!

1P Puzzle Mode:

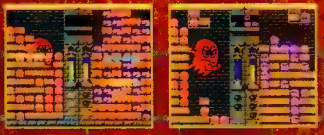




This mode gives you a limited number of Pacs who eat all the ghosts on the screen. Sound easy? Just try it! It doesn't matter how many levels you knock down, eating all the ghosts is what matters! This game is 100 levels long, but don't fret—there is a password function to allow you to continue the game later.

2P Versus Mode:





Go head-to-head against a friend in this Versus Mode! The objective is identical to the 1-Player Normal Mode, except the ghosts you gobble up will get dumped on your opponent! Watch the wands in the middle—with each devoured ghost the level will rise! When the star is flashing, the Fairy will come and melt the ghosts!



The Fairy:

This little winged wonder will melt all ghosts within a certain range! On the 2-Player Mode, all the ghosts she dissolves will be dumped on an opponent!

Records:



Read the Screen:

See what blocks are coming up under "NEXT" in the upper left-hand corner of the screen! Move the blocks together in a horizontal line and they vanish!

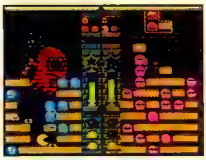


MUNCHIES!

It's Pac-Man's dream come true: more ghosts to gobble! Video game super star Pac-Man is on the Super Nintendo Entertainment System in a hot new game: PAC-ATTACK™ The object of the game is to line up blocks in a row. Sounds simple, but those meddling ghosts are at it again getting in your way. Never fear, Pac will save the day!

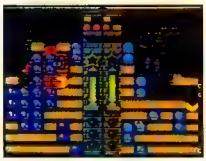


Line 'em up! Chow 'em down!



Go Head-to-Head with friend in 2-player mode!

- Three modes of play:
  - One player!
  - Two player head-to-head munch fest!
  - 100 level puzzle game!
- Smoking sound track!
- Cool graphics



Munch Fest!



Wrack your brain with the puzzle mode!

Warning:
Pac-Attack is highly addictive.

SUPER NINTENDO ENTERTAINMENT SYSTEM

Official Nintendo Seal of Quality

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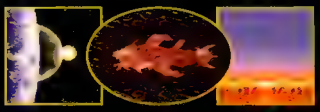
SUPER NOVA

FACT FILE

SUPER NOVA

MANUFACTURER	# OF PLAYERS
TAITO	1
DIFFICULTY	**AVAILABLE**
[illegible]	[illegible]
CARTRIDGE SIZE	**NUMBER OF LEVELS**
[illegible] MEG	15
THEME	**% COMPLETE**
Space Ed	95%

The intergalactic menace "Belser" has been long-defeated. However, he is rising again and is ready to cause trouble. Only a group of well-trained starpilots can defeat him! Take to the stars with this horizontally (and sometimes vertically) scrolling shooter! There are several power-ups to be obtained in your mission to defeat this evil menace!



THE GOOD

Huge Bosses and plenty of power-ups create totally killer weapons. The three ship selections are a plus.

THE BAD

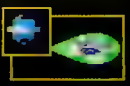
Slow game play and quick transport back to the beginning of each stage when hit.

THE UGLY

The backgrounds in many of the levels.

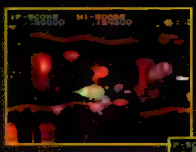


SELECT YOUR SHIP: There are three ships to choose from, each having weapons for attack! There are eight attack levels for each, increasing with each Red Orb collected! Below is an example of the Type-1 battle cruiser and its levels of powered attack! The Blue Orb (right) gives a limited defense shield!



LEVEL 1: LEVEL 2: LEVEL 3: LEVEL 4: LEVEL 5: LEVEL 6: LEVEL 7: LEVEL 8:





ZONE A:
This is a simple glide through space! Watch for meteor showers and a few huge enemies!

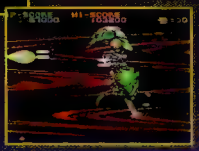
SHIP SELECTION:



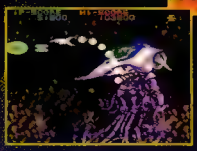
You are able to switch ships at the start of the game or when you use a Continue. There are three ships to choose from!

ZONE B:
Go below water and battle sea life, such as giant snails! Also watch for vertically firing missiles!



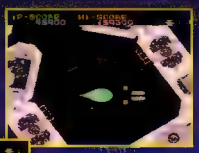


BOSS A:
This Boss has three areas you must shoot: its arm, its chest, then its heart to finish it off!



BOSS B:
This Boss is a giant squid! Destroy its tentacle first, then shoot it repeatedly in the head!

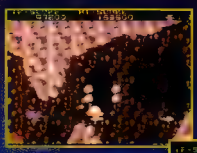
ZONE C:
Here you will encounter levels that rotate! This will make you fly and fight vertically!



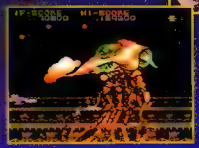
TRAJECTORY:



After the first zone, you are free to pick your flight path to complete the game. The darkened keys show where you have been, the gold ones where you can go.

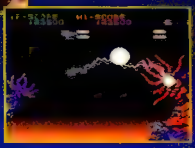


ZONE E:
Enter the caverns, ever watchful of falling rocks and sentry guns on the roof and walls!



BOSS C:
This Boss is identical to Boss B! Destroy it the same way you destroyed the other one!

BOSS E:
This is one of the hardest Bosses in the game! It will charge you and use electrical currents!



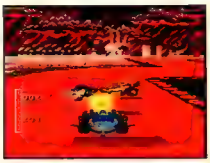
SPEED KILLS

BATTLE CARS™ for the Super Nintendo Entertainment System only has two speeds: fast and way fast.

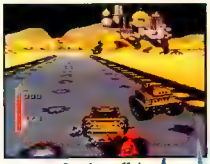
Check it out, if you're up to it!



High speed side swipes!



Blow away traffic jams!

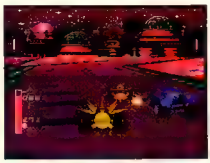


Run 'em off the road!



Two player split screen Mode 7 head-to-head action!

- One Player Mode with 9 levels and password support.
- Two player head-to-head mode.
- Tournament mode tracks up to 8 players stats.
- 9 grueling tracks!
- Brutal high-tech weapons!



High speed thrills!

SUPER NINTENDO ENTERTAINMENT SYSTEM

namco

SUPER NES

SKYBLAZER

ITEMS AND POWER-UPS

LARGE GEM — Adds five gems to the collection.

1-UP — Lives are increased.

LITTLE GEM — Adds one gem to the collection.

COMET FLASH — Wipe out enemies.

RED POTION — Fills the Magic Meter to full.

HEAL — Health is increased.

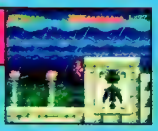
GREEN POTION — Fills the Energy Meter to full.

Arianna, a young sorceress, has been kidnapped by Ashura. Sky has pledged his life to rescuing her. Skyblazer is an all-new action game along the same lines as Hook. Sky must venture through colorful stages with outrageous background effects. The colors are simply amazing!

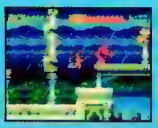
Skyblazer is an interesting blend of side-scrolling fighting with magical skills. Locating potions to recover energy and gaining magic points to thrash the enemies, becomes second nature. Skyblazer is definitely the game to watch for.

THE SHRINE

The beginning area is just a sample of what's to come.

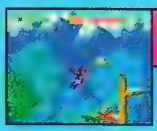


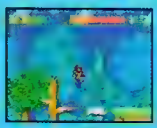


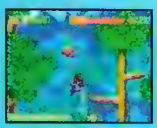


FALTINE'S WOODS

This wooded area has enemies hidden in the trees. Beware!

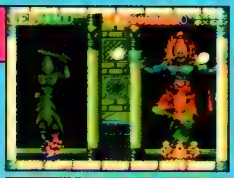


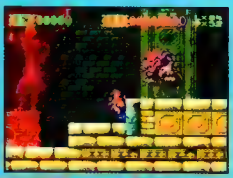


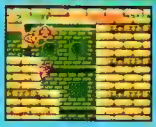


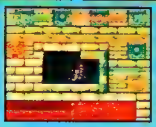
THE TEMPLE INFERNUS

The Temple Infernus is a real hot spot! You'll use all your abilities here but learn to use the magic wisely. There is a hidden passage to shortcut the level and get closer to facing the Boss. He has a simple pattern to use to defeat him.





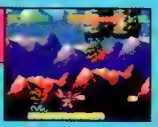


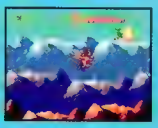


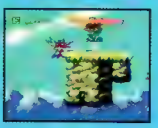


CLIFFS OF PERIL

Take to the skies and collect gems along the route.

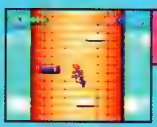




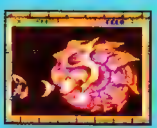


TOWER OF THE TAROLISK

This rotating tower has many doors leading to rooms.

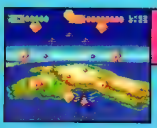


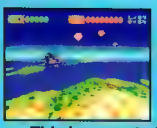


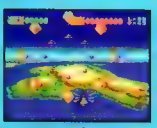


GATEWAY TO THE PLAINS

The path to the Eastern Plains is a wild ride!







This is a great place to stock up on extra lives since there are lots of gems.

SKYBLAZER FACT FILE

SKYBLAZER

MANUFACTURER	# OF PLAYERS
SONY IMAGESOFT	1
DIFFICULTY	**AVAILABLE**
MODERATE	DECEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
8 MEG	20
THEME	**% COMPLETE**
ACTION	95%

THE GOOD

The game is simply a blast! The colors are very vibrant and the game is just plain fun.

THE BAD

There's not too much to complain about except that the levels are a bit too short.

THE UGLY

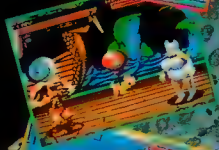
The 'Expando-O-Matic' Boss in the Tower of the Tarolisk stage will keep you rolling for hours!

PLAYING IN THE STREET CAN BE DANGEROUS

Those other fighting games have just run head-on into a major road block. Because Bad Mr. Frosty and his powerful road gang of clay-animated characters are kicking, punching and knocking out those so-called tough guys. And they're doing it with wild shenanigans and hilarious moves that'll keep you laughing at 100 m.p.h.

Bad Mr. Frosty and the Clay Fighters™ —they're right up your alley.







ULTRA TURBO HEAD TO HEAD FIGHTING ACTION

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LAUGH YOU
ClayFighter™
BAD MR. FROSTY


ULTRA TURBO
& HEAD TO HEAD FIGHTING ACTION
ICE OFF!
MAIL IN COUPON AND RECEIVE A "CLAY FIGHTER" TEMPORARY TATTOO!
An icy stare, a cold-hearted punch, a cold-blooded kick—now the fun begins! Once a mild mannered snowman, this devious spawn of winter uses action-packed moves to give his enemies major chills. But the other Clay Fighters™ may have a little something to say about that!
Their insane antics (full of hidden moves and combos) and their hilarious comments (in amazing digitized speech) keep the blood 'n guts out and the major laughs in, as they fight to become King of the Big Top!
It's a cold world out there. It's time to have some fun.
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ELECTRONIC GAMING MONTHLY & INTERPLAY EXPLODE ONTO THE SCENE WITH A ROCK & ROLL RACING CONTEST!



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1 GRAND PRIZE:
- EGM/Interplay Mini-car with custom graphics

3 FIRST PRIZES:
- Libraries of Interplay games: Lost Vikings, Rock & Roll Racing, Out of this World, and Clayfighter

50 SECOND PRIZES:
- Rock & Roll Racing Posters

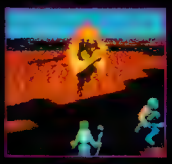
HOW TO ENTER:

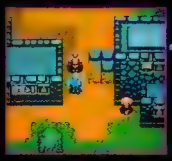
Correctly complete the entry form, then mail to:
ROCK & ROLL RACING CONTEST (EGM)
1920 Highland Avenue, Suite 280
Lombard, IL 60148

Rock 'N Roll™ RACING **CONTEST ENTRY FORM**

Name_____
Address_____
City, State_____
Zip Code_____
Phone (___)_____

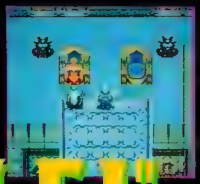
Contest Rules. All entries must be received by December 1, 1993. EGM or Interplay are not liable for lost or misdirected mail. One entry per person. No purchase necessary to enter. A random drawing of all eligible entries will be conducted to award the prizes, and the winners will be notified by January 1, 1994. Prizes are not transferable. Illegible or incomplete entries are ineligible. All state federal taxes, if any, are the responsibility of the individual winner(s). All judges decisions are final. All prizes will be awarded. Void where prohibited or restricted by law. All Federal, State and local laws and regulations apply. Employees of Sendai Publishing Group, Inc. or Interplay and their affiliates are ineligible to enter. Interplay and Sendai Publishing Group, Inc. reserve the right to cancel this promotion at any time with appropriate notice. Winners' names, likeness and prize information may be used by Interplay or Sendai Publishing Group, Inc. for any promotional or advertising purposes without further compensation. Rock & Roll Racing is a trademark of Interplay Productions, Inc.





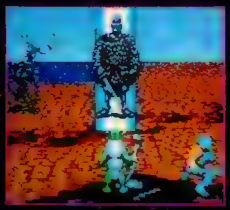
The 7th Saga™





"UNBELIEVABLE!"

IF THE SHOE FITS...



The adventure is huge, the graphics are simply gorgeous...
-Game Players-



One of the special touches is the awesome scaling that takes place prior to and during the fight scenes.
-GAMEFAN-



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SUPER NES

LESTER THE UNLIKELY



FACT FILE
LESTER THE UNLIKELY

MANUFACTURER	# OF PLAYERS
[illegible]	1
DIFFICULTY	**AVAILABLE**
[illegible]	[illegible]
CARTRIDGE SIZE	**NUMBER OF LEVELS**
[illegible] MEG	5
THEME	**% COMPLETE**
ACTION	90%

Being in the wrong place at the wrong time, Lester, your average run-of-the-mill geek, becomes a stowaway on a freighter that is hijacked by pirates and is forced to swim to the nearest island. Now just trying to get home, Lester has to fight his way off the island. Just when Lester thinks he has seen it all, he stumbles upon the beautiful Tikka. She informs Lester that her father can help him get back home, but the old man is being held prisoner by pirates. Throughout the quest, Lester must use various items to get out of tight situations.

LESTER'S ACTION MOVES



BEACH SCENE

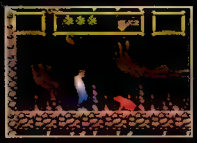


Lester has to time his jumps perfectly. One false move will send the nerd falling to the spikes below.

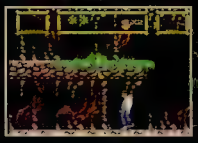


The seagull will pick you up and bring you back to the start of the level if you get caught.

CAVE SCENE



This certainly is one big frog that Lester will not be taking home to play frog baseball with.



Cave bats try to block your way to safety. If you get too close, they'll swoop down to attack.

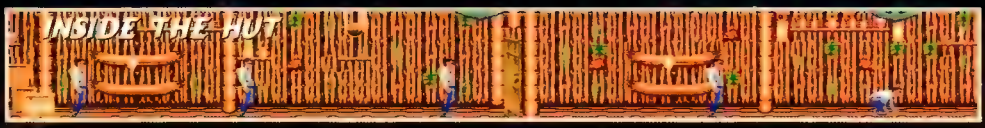
JUNGLE SCENE



Enter the huts at your own risk. Enemy natives may spear you as soon as you walk in.



Tikka is one serious babe. Saving her will get you a big kiss from this beauty of the jungle.



THE GOOD

Lester has many different moves and methods of attacking which helps expand his personality.

THE BAD

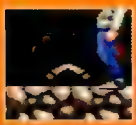
It gets confusing whenever Lester splits from a nasty situation. Why won't he stick and fight?

THE UGLY

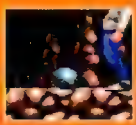
The dissin' that Lester takes from the mega-bimbo, Tikka.

LESTER'S WEAPONS

Here are some of the weapons which are available for Lester to use.



BOOMERANG
The best weapon for attacks. You'll always get it back.



ROCK
Aim well or you could get burned by your target.

HELPFUL ICONS



BLUE GEM
Get the blue gem on the beach, which helps Lester's quest.



CANDLE
Use the candle to burn through ropes, avoiding a grisly fate.

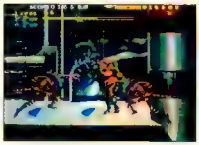


HEALTH
One sip from this canteen will restore some of your life back.

THE BATTLE TO SURVIVE JUST GOT UGLY!



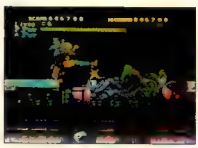
Two titans of terror are about to square off in the most fearsome fighting the galaxy has ever seen!



As a Predator Warrior, you'll battle dozens of deadly, double-jawed Alien beasts bent on your annihilation. But you're ready. A cloaking device makes you instantly invisible. You're armed to the teeth with spears, lasers, wrist-blades and killer kick-boxing maneuvers – Weapons you'll need to survive ten treacherous levels of claw-to-claw combat.



Overcome swarms of Alien drones, warriors, chestbursters and face-huggers and you still face your ultimate challenge: a monstrous battle with the Alien Queen! Alien vs Predator, now face to hideous face for the very first time on Super NES and Game Boy from Activision.



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USA


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This year's coolest, craziest, funnest, loudest
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COOL SPOT

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STREET FIGHTER II' SPECIAL CHAMPION EDITION

Street Fighter 2 is still ready to rumble! Well, the Genesis owners, who were really peeved that SF2 TCE came out for theSuper NES, won't have to grunt and groan any more! The CE Genesis version has been boosted to 24-Meg and has all the graphics and options that the Super NES version has—and more! Now there's a group battle option where you can play team vs. team of up to five characters. The music has been reworked so that it sounds great, but the voice does leave a lot to be desired. It is still unknown whether it will be fixed. If it is, it may beat out the Super NES version!

EVERY single detail from the Super NES version is here. Even the tricks from TCE are here as regular options, like the 10 speeds. The black bar from the first Genesis version has been worked out and the characters enlarged. This is bound to be one of the best games yet!

Balrog

This veteran boxer is here to win big and actually get his life back in one piece.

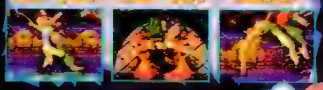


Vega

The yodeling flea boy fights with his lightning quick speed and his nasty claw!

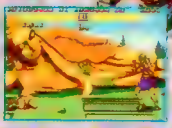






Sagat

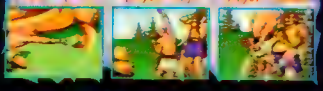
Sagat is ready to take on the world with the power of his strong Tiger Uppercut!



M. Bison

M. Butthead (EGM nickname) is ready with more of his ultra-damage moves!









THE GOOD

The good part is that the graphics and animation look almost identical to the Super NES SF2 TCE version.

THE BAD

As soon as you turn up the volume, the sounds smack you in the face! Really grungy!

THE UGLY

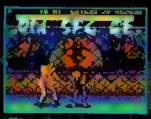
This version has more Meg than the Super NES version, but the characters have a bad case of laryngitis.

FACT FILE

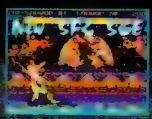
STREET FIGHTER 2 SPECIAL CHAMP. ED.

MANUFACTURER	# OF PLAYERS
CAPCOM	1 OR 2
DIFFICULTY	**AVAILABLE**
AVERAGE	NOW
CARTRIDGE SIZE	**NUMBER OF LEVELS**
24 MEG	12
THEME	**% COMPLETE**
FIGHTING	100%

HOW SF2 FOR GENESIS HAS CHANGED



The black bar is at the top and there's no Versus Mode.



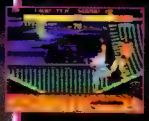
Now this is how SF2 should be on the Genesis!





EGM X-TRA DARE TO COMPARE

A LOOK AT OTHER FORMATS...





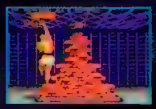
Well, what do you think? Graphically, the two versions are almost identical! Even though the graphics and animation are similar, if you hear how they differ in sound, the Genesis version wins the Ho Ho!

THREE BONUS STAGES!





Car Crush



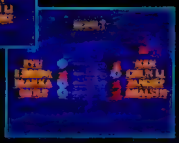
Brick Bash

NEW MATCH MODE!

There's a new feature that the Super NES version doesn't have—a Match Mode. Two people can choose a team of 1-5 characters and compete either 1-on-1 or in an elimination battle chart form!



Choose up to ten of your favorite characters for the match.



The 'Result' screen gives the status of the competition.

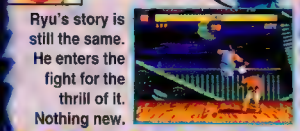


WHAT THE SUPER NES HAS, THE GENESIS HAS ALSO!



The Genesis version has all the features of the Super NES version. Even tricks like removing certain special moves and the 10-star hyper speed are already options without using codes!

Ryu



Ryu's story is still the same. He enters the fight for the thrill of it. Nothing new.



Punch Fireball Hurricane

Ken



Ken's story is also the same. He enters to prove himself to his future fiancee.



D. Punch Fireball Hurricane

E. Honda



The Big Boy continues to prove to his students the power of sumo.



S. Torpedo 100 Hand D. Kick

Chun Li



The Chun-ster's father is still dead, but now she has a new Fireball attack.



Fireball Whirl K. Spin Kick

Blanka



Blanka is changing colors more than ever before! Is he finally discharged?



Ball Electric Bite

Zangief



Slow-mo man is now able to move with his Spinning Lariat punch. Nothing new.



Lariat Spin Pile Green Jet

Guile



Still tough, rough, and ready to rumble. That's our Guile for ya!



Knife Boom Flash Kick Backfist

Dhalsim



The Stretched One is now a teleporter and ready to win for the sake of his child.



Yoga Fire Yoga Flame Stretch

GENESIS

ETERNAL CHAMPIONS

IT ALL BEGINS WITH THESE FIRST THREE

In the year 2225 the Eternal Champion is an entity that maintains the balance of good and evil. Embodying the skills of all fighting styles, it uses its skill to keep things in check. When it finds itself dying, the entity searches through all time to find the best fighter to take over the position as Eternal Champion.

Through Top Secret sources, the first three characters and some advance pictures have been snuck out. Our exclusive source says he/she will be able to supply three more each month, along with more info and pics. Stay tuned to the hottest video game mag for the info first hand.



XAVIER

FIGHTING STYLE
Hapkido Cane Fighting

TIME PERIOD
1692 A.D.

OCCUPATION
Warlock/Alchemist



LARCEN

FIGHTING STYLE
Praying Mantis

TIME PERIOD
1920 A.D.

OCCUPATION
Ex-cat burglar



SHADOW

FIGHTING STYLE
Taijutsu (Ninjitsu)

TIME PERIOD
1993 A.D.

OCCUPATION
Corporate Assassin

XAVIER

BIO:

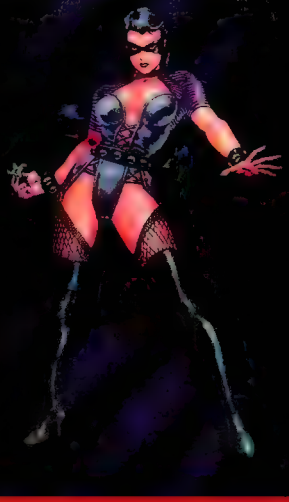
After failing miserably as a blacksmith, he turned to his one true love, science. His thirst for knowledge led him to become an alchemist. In his studies he found a way to create an unlimited source of clean energy. Unfortunately before he had a chance to document or further experiment with this great power, he was hung as a Warlock by the people of Salem.



SHADOW

BIO:

Shadow was once the best corporate assassin in the Black Orchid Corporation. She successfully performed many jobs until she learned that her failure in any task would result in her elimination by one such as herself. From this fact she realized the value of her own mortality and could no longer kill. Once Black Orchid found out, they arranged for her to fall from the top of their building.



LARCEN

BIO:

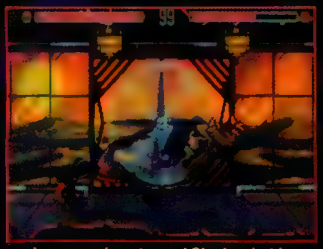
Born in an era of crime bosses and street lords, Larcen idolized their power and began working for Mr. Taglalini. He became an expert cat burglar and did many jobs for his boss, but he would never kill. His career ended when he was told to drop a package to the chief of police. It became obvious that it was a bomb but before he could dispatch it the bomb went off, killing him and the Chief.



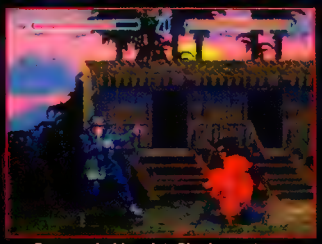
FACT FILE
ETERNAL CHAMPIONS



MANUFACTURER	# OF PLAYERS
SEGA	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	DECEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
24 MEG	9+
THEME	**% COMPLETE**
FIGHTING	N/A

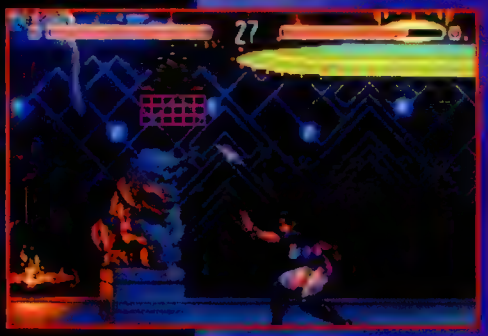


Larcen swings toward Shadow but is avoided by her cat-like reflexes.



Surrounded in mist, Shadow sets up Larcen, who is ready in a Mantis stance.

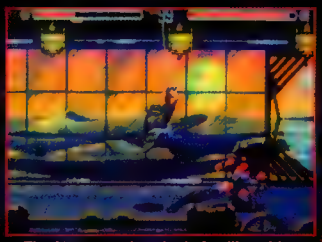
Crawling on the ceiling, the Mantis man stalks his prey and prepares to launch himself downward. This move, Ceiling Drop, is a tricky and deadly technique. Shadow is waiting for the bug to spring, and from her Ninja arsenal she throws a knife up to intercept Larcen's move.



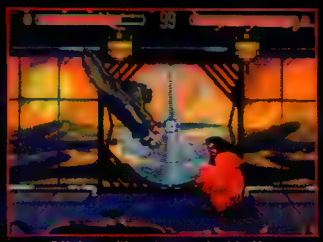


Once again Larcen's effort is thwarted by Shadow's quick Ninja timing. With grace and style she avoids the onslaught of Larcen's special technique, hammering fists.

Note the futuristic cityscape in the background showing another of the large variety of fighting scenes. Fights can take place anywhere in any time.



The former cat burglar is familiar with a rope. He must think he's Spider-Man.



Off the ceiling, Larcen jackknifes down onto his unsuspecting prey.

WILL IT HAVE WHAT IT TAKES TO BEAT STREET FIGHTER II ?

Check out the move previews

FAVORITE MOVES:

SHADOW:

Shadow Mode

Cloaked in darkness, she becomes unstoppable.

Twirling Fan Attack

Falls head over heels ending with a swipe from a razor sharp fan.

LARCEN:

Ceiling Drop

He crawls across the ceiling and attacks opponents from above.

Swinging Hammer Fists

In a flurry of fists, he dazes and stuns his enemies.

XAVIER:

Dragon Trap

The powerful cane he wields traps victims, holding them helpless.

Identity y Change

A move of mass confusion that changes his foes into another entity.

MAZIN SAGA
Mutant Fighter

All you Japanese fanatics out there will know this title as Mazinger - Z! Based on one of the many Japanimation series, this game is one title that is going to make the Genesis rock! The game starts off in a simple side-scrolling "Final Fight" perspective. As the levels near the end, you'll fight a giant Boss who's trying to squash you like a bug. Then, go for the gold by growing to the size of the Boss and taking him on in a street fighting atmosphere! There is a vast array of moves to use, and the cool scene changes make this original and quite a blast to play!



FACT FILE
MAZIN SAGA MUTANT FIGHTER

MANUFACTURER	# OF PLAYERS
VIC TOKAI	1
DIFFICULTY	**AVAILABLE**
MODERATE	OCTOBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
8 MEG	6
THEME	**% COMPLETE**
ACTION	100%



STAGE ONE - DEFEND THE CITY UNDER SIEGE!



Fight the forces up a building structure before the sun goes down.

THE GOOD

The animation of the characters gets a big "WOW!" They all seem segmented—especially the Bosses!

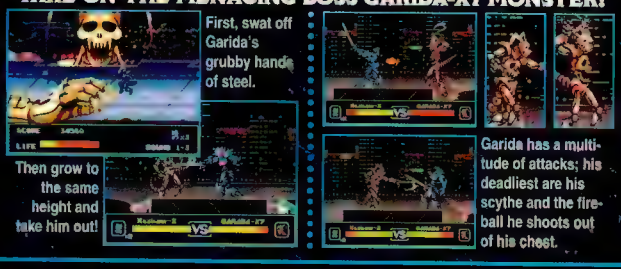
THE BAD

Accompanying the great one-on-one fighting style is a dinky side-scrolling action game. It's too small.

THE UGLY

Buster Claw and Slug Head? The only thing that's ugly about these guys is their lack of originality.

TAKE ON THE MENACING BOSS GARIDA-X7 MONSTER!

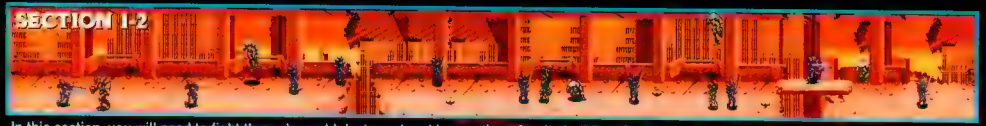


First, swat off Garida's grubby hands of steel.

Then grow to the same height and take him out!

Garida has a multitude of attacks; his deadliest are his scythe and the fireball he shoots out of his chest.

SECTION 1-2



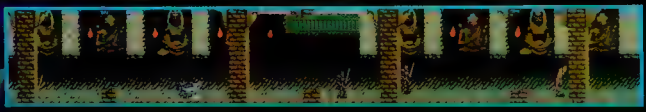
In this section, you will need to fight through an old destroyed parking section of a city building. Don't be distracted by the setting sun behind scenes of demolished buildings, because enemies lurk everywhere, and gaping holes are smashed through the pavement and could lead to instant death!

STAGE TWO - THE ANCIENT FROZEN EGYPTIAN PYRAMIDS OF DEATH!





The temple is a frozen wasteland that harbors many technical features!

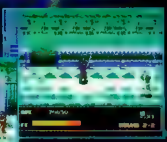




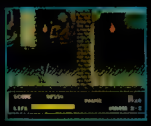
The temple is filled with all kinds of hidden terrors. Enemies can lunge out at you from the shadows or from behind columns in the foreground. There is also a giant statue Boss that will try to burn you to death!

Ice is a nuisance when you slip on it!





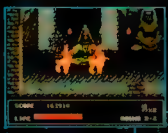
Don't lose your bearings in here!





Enter the temple where flames fire at you and a large flame-shooting statue awaits!

TACKLE THE GIANT STATUE AND DEFEAT SLUG HEAD!



This statue glides all over the screen and shoots flames on the ground!



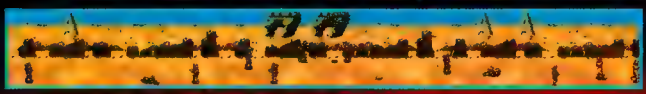
Slug Head is the main Boss. Watch out for his deadly mace and chain!

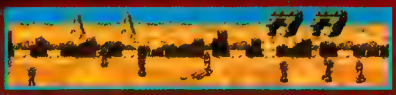




Slug Head has a number of attacks ranging from his chain to energy shots he fires out.

STAGE THREE - ENTER THE WASTELANDS OF PARIS AND TAKE ON DINO BEAST!



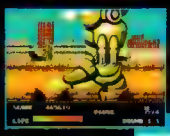


Paris is now a desert in the future. Being ruled by all sorts of mutant life-forms, you must penetrate it to destroy it.

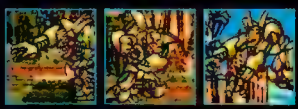


Among dealing with the mutants, Dino Beast will make some impressive attacks!

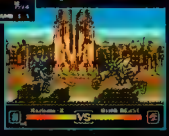
DINO BEAST IS WAITING TO REALLY STOMP YOU FLAT!

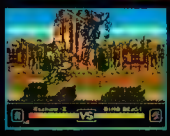


Here, Dino Beast does his impersonation of the Monty Python intro!



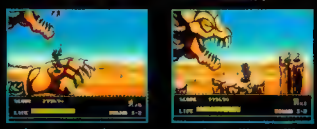
Now it's time to deal with this pest eye to eye! Will you be able to defeat him?





Dino Beast is one strong powerhouse. He uses his claws and a quick get-up-and-go ram!

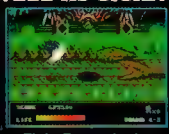
RUN TO THE HILLS!



Leap onto the masses and run like hell! DB will try to swat you off of them!

MORE LEVELS AWAIT AS WELL AS GIGANTIC KILLER MUTANT BOSSES!

Well, that's just about a rap with what we have to show you. But we can assure you that there are quite a few more levels than what is shown here as well as more totally animated Bosses with weak cheap names. As a teaser, though, here is the fight between Mazinger-Z and the terrible Buster Claw (scary name, Huh?)! Fight with him in old N.Y. and beat his bug butt into the ground!



Fight Buster in the sewers of old N.Y.!

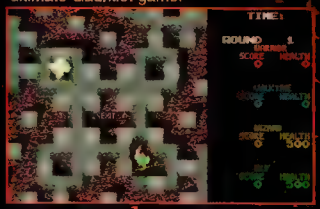




Buster can be killed with jump attacks.

GAUNTLET IV

Tengen is about to release a hot version of Gauntlet called Gauntlet IV (for four-player, that is). This game has four complete modes of play, and can have up to four players simultaneously on the screen. If you're a traditionalist, play the Arcade Mode. Or for a challenge, go against your friends in the Battle Mode. Try for the best score in the Record Mode to see how good you really are. And... for the ultimate player, there is a brand new quest game built in. If you like Gauntlet, you'll love this one. It even brings back all the original voices! It's the ultimate Gauntlet game!



BATTLE MODE

Race against your friends, and see who will exit the maze first!



THE FOUR BRAVE WARRIORS

THOR

A slow but powerful warrior who doesn't have a talent for magic. He has the best stamina of all fighters.

QUEST MODE WEAPONS:

Level One: Middle Axe
Level Two: Broad Axe
Level Three: Battle Axe
Level Four: Great Axe
Level Five: Crush Axe
Level Six: Giga Axe
Level Seven: Red Axe

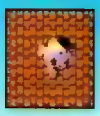


THYRA

A valkyrie who is average in every aspect. She is a good choice for a player-character.

QUEST MODE WEAPONS:

Level One: Broad Sword
Level Two: Long Sword
Level Three: Bastard Sword
Level Four: Long Blade
Level Five: Rune Sword
Level Six: Aner Blade
Level Seven: Hilder Sword



MERLIN

For firepower beyond belief, use Merlin. Unfortunately he is weak in the stamina department.

QUEST MODE WEAPONS:

Level One: Energy Ball
Level Two: Energy Bolt
Level Three: Energy Shot
Level Four: Magic Arrow
Level Five: Magic Missile
Level Six: Psycho Shot
Level Seven: Ray Ball

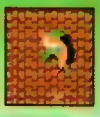


QUESTOR

A lightning quick elf that lacks the firepower needed to kill the enemies. A very well-rounded character.

QUEST MODE WEAPONS:

Level One: Wood Arrow
Level Two: Iron Arrow
Level Three: Steel Arrow
Level Four: Ceramic Arrow
Level Five: Silver Arrow
Level Six: G Arrow
Level Seven: Lyune Arrow





FACT FILE

GAUNTLET IV

MANUFACTURER	# OF PLAYERS
TENGEN	1 TO 4
DIFFICULTY	**AVAILABLE**
HARD	SEPTEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
8 MEG	64
THEME	**% COMPLETE**
ACTION	100%



RECORD MODE

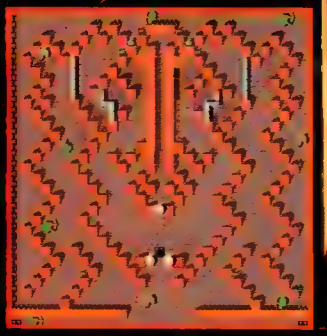
This game plays just like the Arcade Mode, but you can see how well you did.



ARCADE MODE

If you loved the arcade, and would like to play it at home, this game is for you.

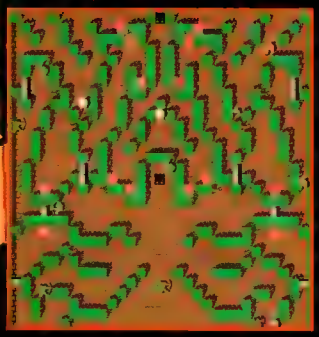
FIRE



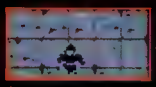
QUEST MODE

The quest mode is by far the neatest feature in the game. A precious treasure lies inside the castle, but to acquire it, you must travel through four towers. Each tower is 10 stories high, and is filled with intricate mazes. New features like special tiles that hurt, push, or prevent you from attacking are added to increase the challenge. This game is tough!

EARTH

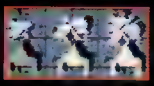


MONSTERS



DEATH
A being whose name fits him well.

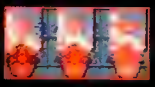
GHOSTS
Undead specters who move fast.

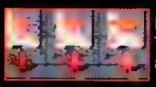




GRUNTS
Heavy duty troops who pound on you.

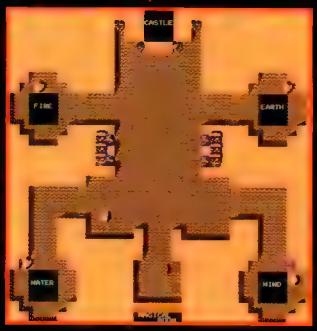
DEMONS
Vicious beasts who shoot at you.





LOBBERS
They throw things at the heroes.

WORLD MAP





Buy your goods at the many different shops found inside the Quest Mode.

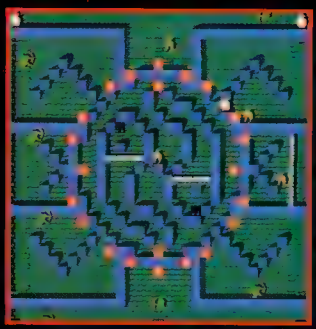


At the top of the towers you'll find a horrific dragon waiting to fight you.

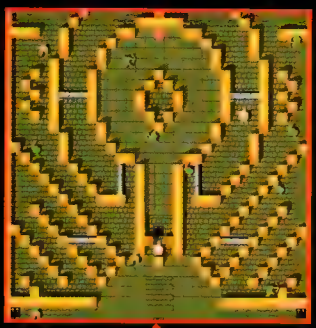


MAGIC ROOM

Enter this place if you want to obtain the password to learn your progress.



WATER



AIR

THE GOOD

This cart is almost exactly like the arcade version in most aspects, and the Quest Mode is sure to please.

THE BAD

Just try to have a quest when some moron goes the other way.

THE UGLY

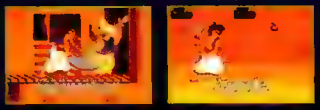
Watching a short elf-like character take an arrow in his bun.

GENESIS

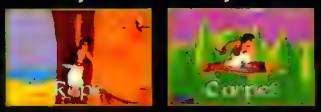
Disney's Aladdin



Attack with the Scimitar or Apples!



Ride on a Magic Rope or Carpet!



Other Abilities



Various Icons

- **Extra Life** — An extra life to play.
- **Apple** — Throw at enemies.
- **Jewel** — Play three with these.
- **Genie** — Extra Genie bonus turn.
- **Health Increase** — More life.
- **Scarab** — Get to clear a stage.

The magic of Disney continues as the popular animated feature makes a fantastic debut on the Genesis.

Take on the role of Aladdin and save the beautiful Princess Jasmine. The evil Jafar has taken her prisoner and you must go through many perils to rescue her. Only then will she be yours.

This is one of the best games to ever come out for the Genesis. The total feel of the film has been reproduced with smooth character animation and a wonderful movie soundtrack. All the characters, including the enemies, have funny animations. It's as much fun to watch as it is to play: You may see some familiar Disney characters if you look carefully.



FACT FILE

ALADDIN

MANUFACTURER	# OF PLAYERS
SEGA	1
DIFFICULTY	**AVAILABLE**
MODERATE	OCTOBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
24 MEG	12
THEME	**% COMPLETE**
ACTION	95%



Stage 1 Agrabah Market

Aladdin, the young thief, must make his way through the Agrabah Marketplace while trying to avoid the palace guards that patrol there.



Stage 2 The Desert

The dunes hold many dangers for Aladdin.

Jump on the palm trees to get over rocks.

Careful on the vines; Iago wants to knock you down.

Meet the Cast of Characters



You just gotta laugh!





Play Two Fantastic Bonus Levels!



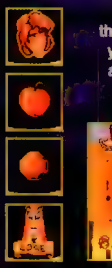
The Genie bonus level is like a slot machine where the icons on the right will flash inside his mouth at random. Press a button to stop.

Aladdin Receive an extra life.

Apple Adds apple to supply.

Gem Adds gem to supply.

Jafar Ends the Bonus Level.



As Abu, the chimp, you must avoid the falling pots.



Then you must try to deal with the the palace guards.

THE GOOD

We're looking at some boffo animations, folks. Truly top-notch stuff.

THE BAD

BAD? You gotta be kidding! This game is a masterpiece from beginning to end!

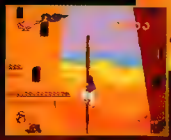
THE UGLY

Hey, it's a Disney game. The only ugly you'll find here are the villains.

Stage 3 The Rooftops

Take the action to the rooftops of the town.

Hang onto the magic rope for a fast ride up.





Slide down the pole for a fast way down.



Get the palace guard while he's occupied with food.

Vase Marks the Spot!



Touch these blue vases to mark the area. If you die, you'll start from that point.

Stage 1

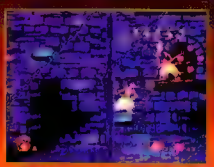
full of traps.

Watch out for the skeleton with the bomb.





swinging balls.



will disappear in

Look for Hidden Disney Trademarks!

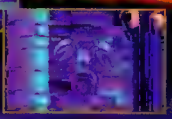


Hey, look! That's a Mickey Mouse cap on the clothesline!





cap on this



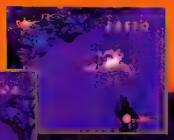
You might even find Sebastian from *The Little Mermaid.*

Stage 5 Cave of Wonders

Grab the magic lamp and make a daring escape.

carpet toward





Leap up onto higher ground from the rock.



The lamp is in your reach. Can you make it out?



ROBOCOP VERSUS THE TERMINATOR

Years after the invention of Robocop, Sac-Norad hires Cyberdyne Systems to build a new defense computer dubbed Skynet. But something goes terribly wrong. Soon after the system goes on line, Skynet becomes self aware. It decides that humans are the enemy, so it launches a mission of global genocide.

In an attempt to abate a threat from the past, Skynet sends a team of Terminators into the past to get rid of its only possible threat: Robocop.

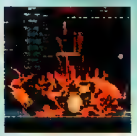
Welcome to the world of Robocop vs. the Terminator! This cart blends the best of both biomechanical worlds by bringing two of the baddest 'borgs in the business' together in one intense shoot-'em-up. A bonanza of blood graces this game, because bad guys don't die clean and easy. They explode into gorgeous puddles of meat and blood. This side scroller plays a lot like Contra, with the exception of it having non-linear game play. Hours of searching around the stages will be necessary if you hope to survive and save the human race, present and future.

FACT FILE

ROBOCOP VS. THE TERMINATOR

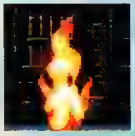
MANUFACTURER	# OF PLAYERS
[illegible]	1
DIFFICULTY	AVAILABLE
[illegible]	[illegible]
CARTRIDGE SIZE	NUMBER OF LEVELS
[illegible]	[illegible]
THEME	% COMPLETE
[illegible]	[illegible]

WELCOME TO THE JUNGLE!

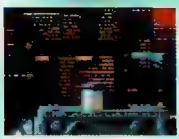


Wow this guy really knows how to die! He learned the hard way not to mess with Robocop.

This guy wandered too close to Robocop and his roasting flame thrower. Watch him burn!



ICONS TO HELP YOU DEFEAT SKYNET



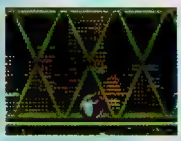
FULL RESTORE
This icon will restore all 8 health points.



HALF RESTORE
Using this will give you 4 health points.



MINOR RESTORE
This icon is worth 2 health points.



INVINCIBLE
You will be invincible for a short time.



EXTRA MAN ICON
You get to be Robocop once more.



MASTER ROBOCOP'S MANY MOVES

Detroit's finest police officer has the ability to hang on a pipe with one arm and shoot with the other. He is also very quick. He can move on a ladder as fast as an express elevator.

THE GOOD

Cool looking levels plus killer weapons make this game a lot of fun to play.

THE BAD

Even Robocop can take only so much of a good thing. Too bad you can't take an Uzi to the repetition.

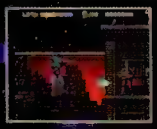
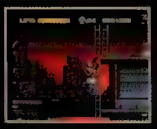
THE UGLY

Awesome no-holds-barred, bloody, gory, intensely disgusting death scenes.

Robocop TM & © 1992 Orion Pictures Corporation. All Rights Reserved.
Terminator © 1991 Carolco Pictures Inc. (USA & Canada) Carolco Intl.

Stage 1
TRAINING MISSION

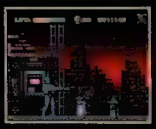
You basically learn how to be Robocop here. A few guns can also be found.


Throughout this game be sure to leave no stone unturned. Hidden icons are everywhere, so look hard!

Stage 2
STREETS OF DETROIT

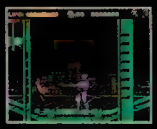
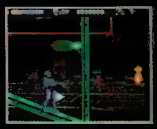
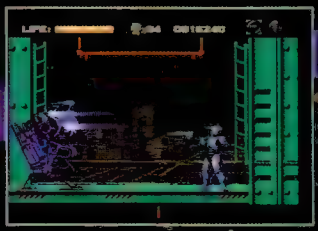
In this level you must free the hostages. Watch out for the guys in the windows.


This stage is not too hard either, but make sure to watch for attacks from above and below you.

Stage 3
DELTA CITY CONST.

Here you have to blow up all the security cameras. Be sure to check out the view!

In Delta City, check behind all the ladders—you may be surprised at what you find. Also check the walls for hidden icons.

WEAPONS FOR THE WAR!



A very powerful short-range gun.



An awesome heat seeking weapon.



Intense power but not very fast.

Robocop has an awesome array of weapons. The best and rarest weapon is the one you get off the arm of ED 209 himself! This kicks!



This really burns the enemy up!



A less powerful laser pistol.



Best against TERMINATORS.





EGM TIP #004

When you reach level 4 you will be able to enter the first of two secret levels. Near the beginning of the level there is a ladder going down. When you reach the bottom, face the wall and jump up and into it. Move around, pushing up and you will enter.



EGM TIP #005

The second secret level can be found on stage 7. At the bottom of the ladder shown in the picture, move to your left and jump up and into the wall. You will find yourself in a passage that will take you to a door leading to the secret level.

WHO'S AFRAID OF THE BIG BAD BOSS?



BOSS 1

Fighting this guy is not hard, really. It's more like target practice. This guy is a real wimp !



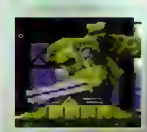
BOSS 2

This boss provides a little challenge, but not much. Remember this guy isn't really human!



BOSS 3

This boss is really intense! Look for him to start a pattern; that's your best chance.



BOSS 4

This is another wimpy boss. But remember, if any of these bosses touch you, it's over!



BOSS 5

ED 209 is one bad dude. Don't forget, if you shoot his gun off, you can use it on him.

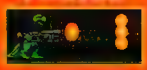


LETHAL WEAPONS COMBINATIONS:
Mash gun power-ups in any combination and play with some real power!









ITEMS TO GET:


FOOD:
Boost Health


SHIELD:
Invincible


BIG:
Large Shots


DIAMOND:
Point Bonus


FIRE:
Spray Shots


HOMING:
Big Shots


BOMB:
Three Available


DINOSAUR:
Extra Life

DINOSAURS FOR HIRE (CHEAP PRICES, TOO!)

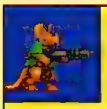


NAME:Archie (Tyrannosaurus) WEAPON:Automatic Machine Gun

Archie is the leader of the Dinosaurs! This cigar-chomping, tough-talking dino takes no prisoners—or chances! The quickest of the three, Archie is also the best jumper—he can jump the highest, but he wounds easily.

CLOSE-UP ATTACK: Pistol Whip
OTHER INFO:
HEIGHT: 7 FT., 6 IN.
WEIGHT: 1,400 LBS.



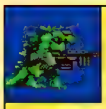


NAME:Lorenzo (Triceratops) WEAPON:.50-Cal. Elephant Gun

Although he totes a gun, Lorenzo is a snob. He loves only the best things in life—as shown by his collection of silk Hawaiian shirts (he never wears the same one twice). Despite his size, he can jump rather well.

CLOSE-UP ATTACK: Head Butt
OTHER INFO:
HEIGHT: 6 FT., 11 IN.
WEIGHT: 1,375 LBS.

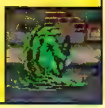




NAME:Reese (Stegosaurus) WEAPON:Pulse Cannon

This one-eyed spiked back is the loose cannon of the bunch—there's no telling what he will do. His jump is the weakest of the three, and his tough, armored exterior makes him the strongest, but the slowest.

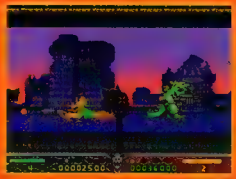
CLOSE-UP ATTACK: Tail Swat
OTHER INFO:
HEIGHT: 7 FT., 2 IN.
WEIGHT: 1,500 LBS.



Don't Forget to Stomp:



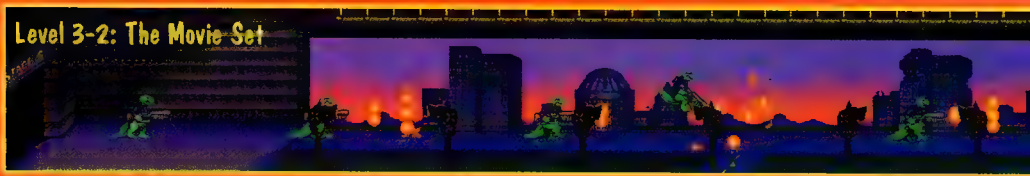
Each character has separate controls (just like Jimmy White and Lang!)



Two Can Play at this Game:



TOM MASON'S DINOSAURS FOR HIRE

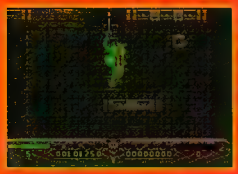


Level 1: Tenement House



You must fight your way across this tenement building to confront the giant enemy cannon! There are enemy ninjas everywhere ready to attack!

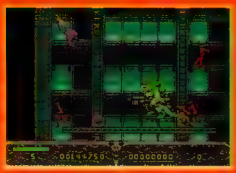
Levels 1-2, 1-3, 1-4, 1-5 & 1-6: From Subway to Skyscraper



Climb the ladders and watch for sentry guns! The Mini-Boss is an armored car with flame throwers and mines! A health item is at the far right of the track on the Mini-Boss Level!



Moving to the top of the skyscrapers, enemies will fly at you from all directions! At the top is a giant chainsaw! Shoot its hands. Next, then its head! Beware fire-spewing





FACT FILE

DINOSAURS FOR HIRE

MANUFACTURER	# OF PLAYERS
SEGA	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	OCTOBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
8 MEG	12
THEME	**% COMPLETE**
ACTION	95%

Level 2: Cows & the Hoover Dam!

THE GOOD

Lots of guns, power-ups, characters, and huge Bosses! The 2-player simultaneous is also a great option.

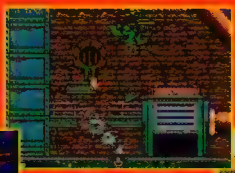
THE BAD

A few of the bosses are cheesy and occasionally you'll hit some slowdown.

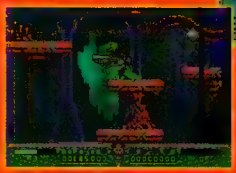
THE UGLY

Ripping the Hoover Dam boss apart, limb by limb.

Lookout! Watch for cowboys that suddenly attack from the walls! Climb to the exit at the top, but don't fall down the pits - you'll lose a life if you do!



Beware! This is another boss you must destroy one limb at a time! It breathes fire and tries to knock you off the ledge with its clenched fist!



Above! Under the Hoover Dam, don't fall into the generators or you'll get sliced up! Watch for exploding







MEET THE PLAYERS...

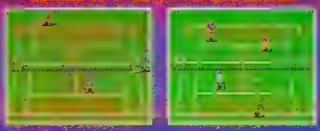


PLAYER STATS



Before the match, you can view your stats. As you play and beat your opponents, you can increase your skills. Increase your serving power, and forehand control especially. Eventually, even you may become the ultimate player!

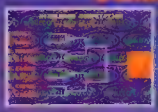
GREAT PLAY MODES...



SINGLES OR DOUBLES

Play with up to four friends in Doubles mode or go at it alone!

COMPETE!



The big competition awaits! Go up against the best players around and win the title!



CLAY COURT

BOUNCE: High
SPEED: Low



HARD COURT

BOUNCE: High
SPEED: Middle



GRASS COURT

BOUNCE: Low
SPEED: High

WIMBLEDON

It is the sport for the socially elite. Its rigorous play makes the game a wise choice for people who want to stay fit. The game is tennis. Its greatest competition, Wimbledon, can be relived on your Sega Genesis. As part of the forefront of the Sega Sports series, players are given a chance to compete in a series of games to determine who will be the best. Enter the Quarter Finals and fight to win, or practice in the Exhibition Mode. Up to four players can strut their stuff, making a game of Doubles even more challenging. Wimbledon further enhances the game play by making you able to jack up your stats, so you'll be the ultimate player in no time!

SEGA SPORTS

THE GOOD

This is one of the few decent tennis titles on the horizon.

THE BAD

The T-1000 computer opponent isn't just hard - he's unstoppable.

THE UGLY

Give us a break, buds, this is really 16-Bit Pong, isn't it?



FACT FILE

WIMBLEDON

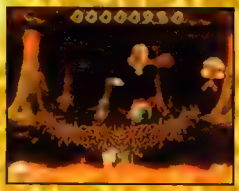
MANUFACTURER	# OF PLAYERS
SEGA	1 TO 4
DIFFICULTY	AVAILABLE
HARD	NOVEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	16
THEME	% COMPLETE
SPORTS	95%

Chuck Rock II
Son Of Chuck™





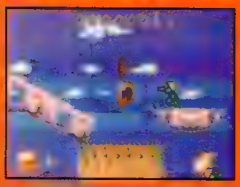
To rescue his kidnapped Dad, Chuck's got to leap his way up a mammoth tree sinking in lava, beat Big Bertha and Fenny Fire Suit, duck flaming lava rocks and escape a crazy, dive-bombing bird - what's he so happy about?





Chuck's pouting big-time. Hovering over toxic waste, he's about to confront his father's abductor, Brick Jagger, and Brick's massive robot - the things a kid has to do for his old man!

Chuck Jr.'s about to become lunch as menacing sharks attack from below the Wacky Waterfalls. Quick, Chuck, throw a temper tantrum - then club them when they least expect it!





Why's Chuck wailing?! Is he afraid of Sergei the Sea Slug? Is he really just a baby?! Nah. You'd wail too if you could get a whiff of Sergei's armpits.





SEGA GENESIS

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GENESIS

AWESOME POSSUM™ Kicks Dr. Machino's BUTT

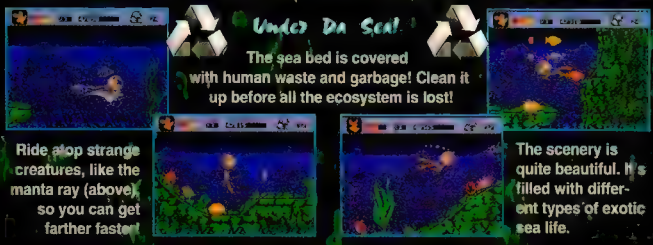
From the moment you turn on your Genesis (cart in, of course), you will realize what separates this cart from all the others. As the whole title of the game is sung to you by a chorus, the Possum comes onto the screen, points to himself, and proclaims that he is "Awesome." This isn't what you'd expect from a run 'n' jump! This possum does all kinds of vocals—everything from saying "I'm Back" when he continues, to all forms of Californian Skid sayings (i.e., Dude, Totally Cool, Awesome, etc.). A unique game with quite a cute gimmick.



FACT FILE
AWESOME POSSUM

MANUFACTURER	# OF PLAYERS
TENGEN	1
DIFFICULTY	**AVAILABLE**
HARD	OCTOBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
16 MEG	25
THEME	**% COMPLETE**
ACTION	80%





THE GOOD

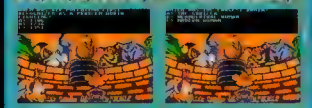
It's a toss up! Either it's the zippy voice effects or the ability to shut them up!

THE BAD

Nasty chop-chop in the scrolling function... maybe this cart has too much to say?

THE UGLY

Clutched butt cheeks, even in a Tengen game, do not a pretty picture make.



Hey, This is also educational! You can score big points for the right answer.

FINALLY ...ONE THAT WORKS !

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- INFRA RED REMOTE CONTROLLER
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GENESIS

CLIFFHANGER™





Brave the treacherous slopes of a mountain range, while searching for a briefcase of stolen cash. Survive the dangers of some major bad guys, and the Earth's natural disasters. On your journey, you must cross perilous chasms, race for your life against avalanches, and climb up sheer cliff faces.

To help you combat the many opponents, you can find guns and knives, or use your finely honed combat skills.

To get to the end of this game, you must learn a variety of moves typical to the standard punch-and-kick game. Add some wall climbing, and jumping over pits, and you have your hands full!

THE GOOD

Non-stop, pulse-pounding adventure that won't give you a break. Just like the movie.

THE BAD

The same enemy keeps reappearing, packing as much personality as a prune.

THE UGLY

Wearing a T-shirt in sub-zero temperatures. Where the normal human would perish, you thrive. Mutant!



WEAPONS: You can find knives and guns dropped by bad guys.

FIRE: The fire represents a marker. This is a continue point.





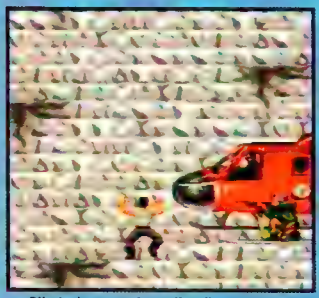
Climb up the cliffs while avoiding the deadly snipers and falling objects.



Beat your opponents to a pulp. Watch when they fall, because they'll drop items.



Run down a slippery slope with a deadly avalanche close behind you.



Climb down to the valley floor with the helicopter right on your tail!



This is it! The final climactic battle atop the overturned helicopter.



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SNES SHOOTERS

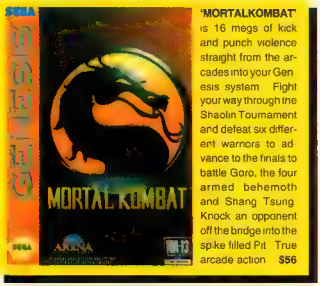
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Lightning Force, Exile, Smash TV, Explorer Pad, Valis, Young Galahad, Where in Time is Carmen San Diego, Power Pad

SNES

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GENESIS



PAIN-INDUCING TECHNIQUES



PUNCH
Your average hit—fast and quick...it's the best move

SIDE-KICK
A good boot to the ol' body. Knocks foes away A..S.A.P.





DOUBLE HIT
Hit two guys at once with this spectacular move!

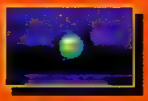
CLOSE ATTACK
A good, last ditch attack. Another move to learn.



LEVEL ONE:



The "Ripper" attacks with a definite pattern. Dodge him and fight!



TICKET



Barrelin' down the road, trashing the many cars in your way. Die Sunday drivers!

THE GOOD

A good level of diversity keeps this title fresh each time you plug in. A movie fan's dream come true.

THE BAD

Mr. Pixel-man needs a facelift. More detail should have been placed on making some hard-edged graphics.

THE UGLY

The guys who actually thought this would be a summer blockbuster.



FACT FILE
LAST ACTION HERO

MANUFACTURER	# OF PLAYERS
SONY IMAGESOFT	1
DIFFICULTY	**AVAILABLE**
AVERAGE	SEPTEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
2 MEG	5
THEME	**% COMPLETE**
ACTION	95%

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Are you a Sega-maniac? Or an SNES success? Would you rather duke it out in the street? Or at an altitude of 30,000 feet?

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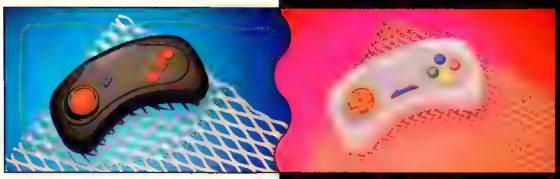
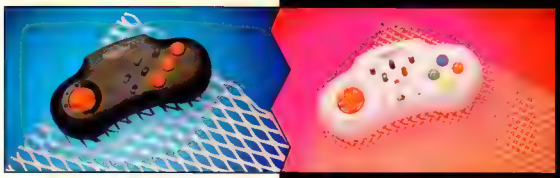
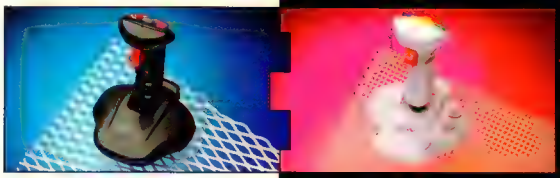
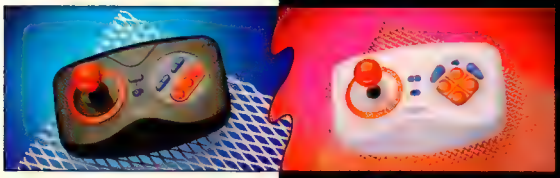
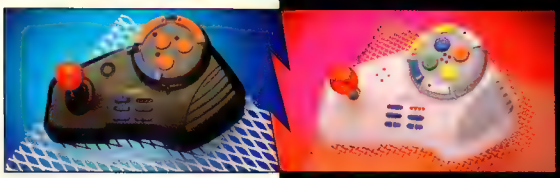
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TECMO SUPER BOWL

FACT FILE
TECMO SUPER BOWL

MANUFACTURER	# OF PLAYERS
TECMO	1 OR 2
DIFFICULTY	**AVAILABLE**
[illegible]	[illegible]
CARTRIDGE SIZE	**NUMBER OF LEVELS**
N/A MEG	N/A
THEME	**% COMPLETE**
SPORTS	95%

Tecmo has done it again, this time in 16-Bit. This game is as awesome by today's standards as the NES version was in its day. Much has been added to the game, including some really cool cinema displays that are spread throughout the match. Plus, all 28 official NFL teams are yours to choose from. Cool features like an updated roster, touchback, and being able to dive for a touchdown make this game a lot of fun to play! Tecmo Super Bowl is definitely one of the best football games around and don't forget to check out the intense halftime show. Very cool!

THE GOOD

Bitchin' Halftime shows chock full of cheerleaders are one of this game's many assets.

THE BAD

Would have enjoyed more detail in the backgrounds.

THE UGLY

Watching Andy jam to the tunes that pop out of this cart.

THE TEAMS!

Choose your gridiron warriors from any of the 28 official NFL teams.This is a great way to be the players you've always admired on TV.



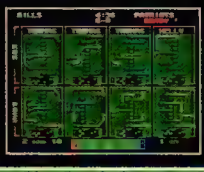
THE PLAYBOOK!

There is a wide variety of plays to choose from in the playbook. With this amount of plays, it may be hard to decide which play to run.



Check out the option screen which offers lots of variety to spice up the game.

You can also select which team member is going to run the play you've chosen.



THE GAME!

Make sure everybody's lined up. Hut! Hut! Snap the ball! He's going, going YES! TOUCHDOWN!! This game has got all the feel of the real game!



TOUCHDOWN!!

Check out these great cinema displays! From the toss of the coin to that final whistle blow, there is a cinema display for every action throughout the game.



HALFTIME SHOW!



Sega™ 6-Button Controllers.

If this were a perfect world you'd be all thumbs. That way you'd have more moves, you'd have more control, you'd have more intense combinations. But things aren't perfect. So if you want all that stuff you should either buy one of our new arcade style 6-Button controllers or start handling large amounts of nuclear waste and—well, hope for the best. Personally, we'd go for the controllers. They're more reasonably priced and a heck of a lot easier to come by than a chunk of plutonium.



The Next Best Thing To Genetic Mutation.

SEGA GENESIS & CD



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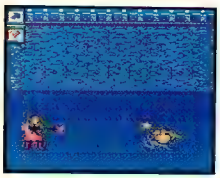
Defeat all the enemy ninjas and continue left until you reach the phone booths. Ask Adam for clues here.



Stand on top of the plaque after you've defeated all the ninjas, and ask Adam for a hint. He may give you clues leading to the family treasures.



To beat the enemy ninjas here, move to the right and jump off the ledge to the next full statue. Ask Adam for a hint.



Your only defense against Colonel Chi's gun is the Weapon of Kwantsu.

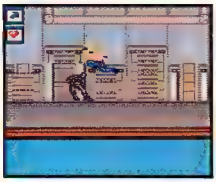
SURF NINJAS™





Sega. Welcome t





Find this secret level and look for power-ups, special weapons, an extra life, and gold coins. You also might find a shortcut to finishing the level.

SEGA™
GAMEGEAR

Based on the movie of the same name, Surf Ninjas is perhaps the most intense, action-packed martial arts game ever. See into the future. Fight ninja death squads. Liberate your South Pacific homeland from the evil Colonel Chi. Gnarly.





NEW LINE CINEMA

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SEGA CD



FACT FILE

SILPHEED

MANUFACTURER	# OF PLAYERS
SEGA	1
DIFFICULTY	**AVAILABLE**
HARD	SEPTEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
CD-ROM	11+
THEME	**% COMPLETE**
SHOOTER	100%



SILPHEED

Enter the simulated virtual world of Silpheed, the hottest shooter to hit the home video game scene,since the much heralded StarFox. For gamers waiting for a reason to buy a Sega CD and those who already own one, this is one game not to be missed.

The standout feature of this super shooter of shooters is the incredible polygon graphics. The long cinemas and scenes during the game move smoothly with near-perfect animation. It's like you're watching a video game version of The Last Starfighter!

The game is a blast as you zip through awesome space scenery and fantastic cyberworlds. Step into the cockpit of the SA-77 "Silpheed" and make the preflight preparations. You have a super destructive arsenal of weapons at your disposal. Just choose your favorite weapons and head toward the launching bay.

Game play is much like a standard shooter. The only thing to get used to is the play area. When going forward, your fighter will move to the center of the screen to simulate a 3-D effect. This is one incredible game!

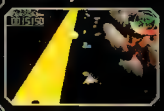


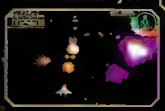
STAGE ONE



There is an early barrage of giant missiles targeted toward you.

Stay to the right as large laser blasts come out from the distance after you.

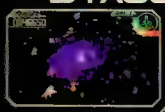




Numerous enemy squadrons will round out the stage near the end.

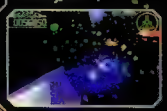


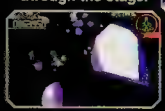
STAGE TWO



Enemy attacks get progressively intense with heavy fire.

Dodge the giant meteors floating by you midway through the stage.





Beware of enemy fighters attacking while avoiding a meteor collision.

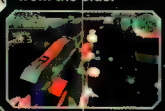


STAGE THREE



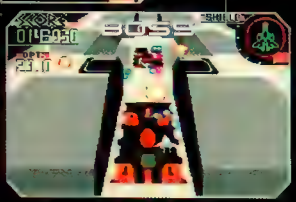
Look out for enemy battlecruisers to fire their weapons from the side.

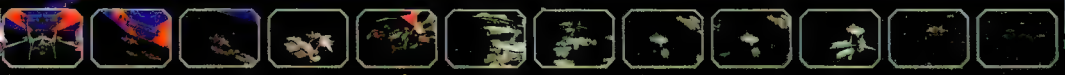
Fighter squadrons escorting the ships will try to put you in flames.





This Mid-Boss has an easy spread attack pattern that can be avoided.

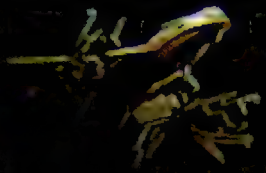




ARM THE SA-77 SILPHEED WEAPONS SYSTEM

Between every stage, a screen will appear that will let you choose the type of weapons to carry onboard the SA-77. Different enemies will attack, so the weapons you carry onboard will depend on the types of enemies in that stage.





SPECIFICATIONS

Max wingspan	20.16 m
Wing area	112.48 m²
Length	20.08 m
Height	11.16 m
Crew	1
Gross weight	59,300 kg
Empty weight	32,050 kg
Combat weight	48,500 kg
Max mission	
Maneuverability range	3.78 AU
	5.67 x 10⁸ km

THE GOOD

The full-motion polygon graphics are a total mind trip to watch. Sit back and enjoy the show!

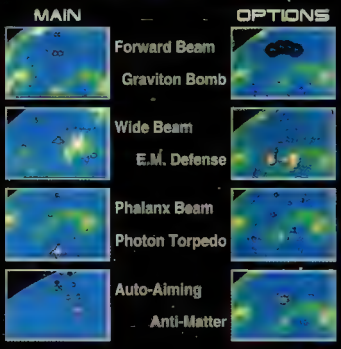
THE BAD

The full-motion polygon graphics don't do anything. It's sort of like digital wallpaper.

THE UGLY

The music tracks sound like they came from a Godzilla flick.

WEAPONS SYSTEM

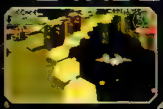


ICONS

Various items can be of help especially when you are faced with the many enemies that fly across the screen.



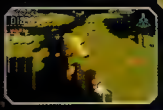
STAGE FOUR



You'll need a lot of shots to take this guy down in the beginning.

Maneuver through an intense maze of rising polygon columns.

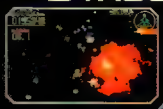




The ground will split open to reveal a multi-tiered cyber world below.

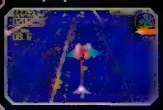


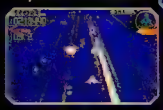
STAGE FIVE



Heavy fire from squadron fighters will start off this warp speed level.

You'll get to meet some old Boss friends who show up as Mid-Bosses.

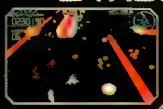




Enemy squadrons will teleport nearby for a surprise ambush attack.

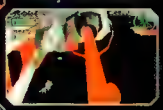


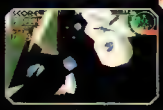
STAGE SIX



Fancy flying is needed here in order to avoid the enemy laser blasts.

Whoa! Look out for that huge laser gun on the port side of the battlecruisers.





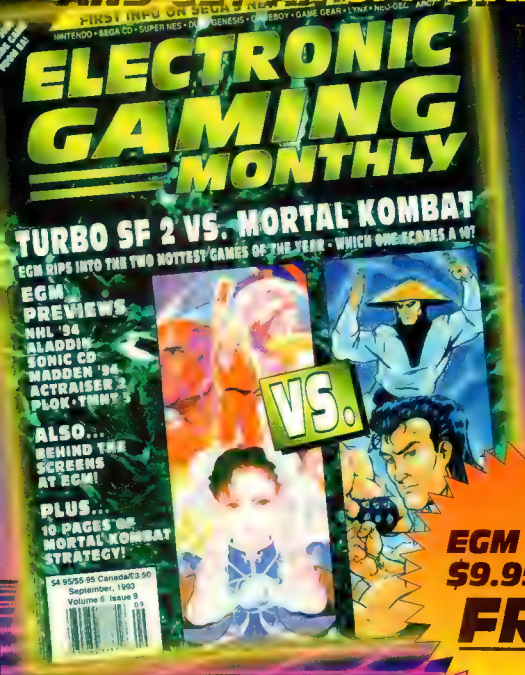
The meteors seem to get bigger. It doesn't get any easier from here.



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Adv Of Lolo 3	24	44
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Castlevania	1	7
Castlevania 2	5	8
Castlevania 3	7	16
Cave Man Games	3	14
Chan Chuan	16	29
Chase H Q	14	30
Chessmaster	12	34
Chiller	6	14
Chips Chal*	22	39
Chubby Cherub	4	16
Circus Caper	3	12
City Connection	1	7
Classic Concntn	2	5
Classic Creat	4	36
Clu Clu Land	3	12
Cobra Command	1	8
Cobra Triangle	1	7
Code Nm Viper	1	5
Color Dreams 3	10	30
Commando	1	5
Conan	2	16
Conflict	10	26
Congos Caper*	22	39
Cong Kng Palace	2	10
Contra	4	10
Cosmo Force	14	32
Cool World	20	39
Corvette ZR1*	22	39
Cowboy Kid	8	26
Crash Dummies	22	39
Crash Dmy Bsv Ter	2	8
Crash/Boys-Str	17	26
Crazy Land*	22	39
Crystalis	22	44
Cyberball	4	14
Cybernoid	1	5
Dance Aerobics	4	6
Darkman	2	8
Darkwing Duck	14	36
Davis Cup	1	5
Day Jim Dvlpr	1	7
Days of Thunder	6	15
Dead Fingers	1	5
Death Race	8	20
Deathbots	4	16
Def Crown	2	7
Def Force City	6	35
Defender 2	4	15
Deja Vu	6	15
Demn n Sword	1	7
Dennis/Menace*	22	39
Desert Command	4	15
Desf Earth Star	1	5
Destiny of Emp	10	19
Dick Tracy	1	7
Die Hard	2	34
Dig Dug II	4	18
Digger T Rock	4	20
Dirty Harry	2	7
Disney Ads	4	22
Dizzy	2	7
Donkey Kong	8	20
Donkey Kng Jr	8	16
Donkey Kong 3	1	12
Donkey Kng Cls	8	24
Donky Kng Math	10	26

Double Dare	$10	$20
Double Drag	1	8
Double Drag 2	10	20
Double Drag 3	15	25
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Doubles Strke	8	22
Dr Chaos	5	8
Dr Jekyll/Hyde	1	6
Dr Mario	6	25
Dracula*	22	39
Dragon Fighter	6	26
Dragon Power	1	5
Dragon Spirit	1	7
Dragon Warr	3	5
Dragon Warr 2	24	52
Dragon Warr 3	28	48
Dragon Warr 4	33	50
Dragons Lair	6	20
Dragonstrike	12	30
Dream Team	25	39
Duck Tales	10	30
Duck Tales 2*	22	39
Ducks N'Dudes	4	14
Dungeon Magic	2	10
Dusty Diamond	14	26
Dyno Warz	3	8
Elevator Action	3	12
Elmr Beat Dud	10	26
Eng Strks Back	16	36
Evrt/Lndl Ten	4	15
Excitebike	7	10
Exodus	10	26
F 1 Hero	26	39
F117 Stlth Fit	16	39
F15 City Wars	12	20
F15 Strke Eagle	8	25
Family Feud	16	39
Fantasy Zone	4	19
Farsa	16	32
Fasanadu	7	14
Felix the Cat	18	44
Ferrari GP	2	26
Fester's Quest	7	16
Fight ng Golf LT	8	24
Final Fantasy	8	16
Fire Hawk	1	5
Fire Hwk Revne	18	44
Fish N Xtc*	22	39
Fist of N Star	3	9
Flash	22	39
Flight Intruder	16	25
Flintstones	16	32
Flying Dragon	4	9
Flying Warriors	4	20
Formula 1	16	32
Frankenstein	6	20
Freedom Force	8	15
Freedm Hub	3	5
Fun House	4	16
Galactic Crusdr	15	25
Galaga	20	40
Galaxy 5000	6	20
Gargyls Quest	10	30
Gauntlet	5	7
Gauntlet 2	3	9
Gemfire	14	30
Genghis Khan	16	29
George Foreman	6	19
Ghost Busters	1	7
Ghost Busters 2	10	17
Ghoul Boot	8	15
Ghosts & Ghbns	1	6
Ghost School	4	25
GI Joe	0	22
GI Joe Arl	12	26
Gilligans Isle	6	16
Goal	1	9
Goal 2	14	30
Godzilla	3	15
Godzilla 2	18	36
Gld Mdl Chal 92	8	30
Golf	1	7
Golf Grandslam	20	39
Gl Pebble Bch	4	16
Golf Power	16	42
Golgo 13	5	7
Goonies 2	1	6
Gotcha	2	7
Gradius	2	7
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Grat Wa do Srch	18	39
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Gunsmoke	3	8
Gyruss	3	10
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Heavy Barrel	1	8
Heavy Shredddin	1	8
Heros of Lance	2	12
High Speed	14	36
Hillsfar	16	44
Hit the Ice*	22	39
Hogans Alley	3	9
Hollywood Squar	4	15
Home Alone	6	26
Home Alone 2	6	35
Hook	4	30
Hoops	3	7
Hudson Hawk	2	16
Hunt Red Oct	4	15
Hydlide	1	5
I Can Remember	8	30
Ice Climber	3	9
Ice Hockey	1	5
Ikari Warr	1	5
Ikari Warr 2	1	5
Ikari Warr 3	14	30
Image Fight	14	30
Immortal	6	19
Imp Mission 2	1	15
Ind Jns Doom	1	5
Ind Jns Last Cr	6	19
Indy Heat	16	34
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Kid Niki	1	5
King Neptune	14	29
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Maniac Mansion	6	14
Mappyland	3	18
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Mega Man 2	4	16
Mega Man 3	8	19
Mega Man 4	10	30
Mega Man 5	18	36
Menace Beach	14	34
Mendel Palace	1	12
Metal Fighter	4	23
Metal Gear	1	5
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Metal Mech	1	12
Metal Storm	4	15
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Mickey's Safari	18	39
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Moon Ranger	22	39
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Mr Nutz	40	64
MULE	8	19
Muppet Adv	4	26
Muscle	1	10
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Nbc Bsb Lg	2	5
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Ninja Gaiden	4	12
Ninja Gaiden 2	12	30
Ninja Gaiden 3	8	22
Ninja Kid	2	10
Nobuk Ark	18	39
Nobun Ambtn	10	19
Nobun Ambtn 2	22	39
North & South	10	22
Nosferatu*	18	39
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Nyga	5	8
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P Radikus	10	29
Pac Man	12	30
Pac mania	22	48

Palamedes*	$8	$22
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Paperboy	3	18
Paperboy 2	10	36
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Pictionary	2	15
Pinball	6	16
Pinball Quest	4	14
Pinbot	8	22
Pipe Dream	8	19
Pirates	4	30
Platoon	4	5
Play Act Fbll	5	10
Pool Radiance	0	29
Popeye	3	12
POW	2	8
Power Punch 2	8	29
Powerblade	4	10
Powerblade 2	6	30
Predator	8	22
Prince Persia	2	36
Princs Tomato	0	22
Pro Am Racing	2	8
Pro Am Racng 2	6	36
Pro Sport Hcky*	22	39
Pro Wrestling	3	9
Puggsley's Hint*	22	39
Punch Out	1	7
Punisher	6	18
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Puzznic	8	39
Pyramid	14	29
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Q Bert	3	18
Qix	8	40
Quant Fighter	8	7
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Quattro Arcade	0	36
Quattro Sports	8	22
Quibble Racks	6	39
Racket Attack	1	5
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Rad Racer	10	30
Rad Racer 2	6	19
Rad Racket	33	39
Raid 2020	1	10
Raid Bngd Bay	1	8
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Rally Bike	4	18
Rambo	1	7
Rampage	2	12
Rampart	6	34
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RBI Baseball 3	16	32
Remote Control	1	8
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Renegade	1	5
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Ring King	2	12
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Road Runner	8	22
Robin Hood	18	39
Robo Cop	2	8
Robo Cop 2	6	22
Robo Cop 3	14	39
Robo Demons	13	22
Robo Warriors	1	7
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Rocket Ranger	5	7
Rocketeer	2	12
Rockin' Kats	6	24
Rocky & Bullwnkl	2	8
R. Clemens Bsbl	8	19
Roger Rabbit	1	10
Roller Ball	25	35
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Rollrblde Racer	18	36
Rol ng Thunder	1	8
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Shooting Range	6	16
Short Order	4	18
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Silent Assault	6	22
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Silk Worm	2	15
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Simpsns B vs Rm	12	32
Simpsns B vs SM	4	8
Simpsns B vs Wld	4	39
Skate Or Die 1	5	7
Skate Or Die 2	8	20
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Skull & Crsbone	2	8
Sky Kid	2	7
Sky Shark	7	16
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Sport ths Games	2	22
Spy Hunter	1	5
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Squashed*	22	39
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TMNT 2	8	15
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F-22 Intercptr	16	42	
Fairy Tales	12	22	
Fantasia	17	30	
Fantastic Dizzy*	26	48	
Fatal Rewind	3	14	
Fatal Rewind	4	16	
Fatl Labyrnth	8	18	
Ferrari GP	14	46	
Fighting Masters	20	48	
Final Zone	6	25	
Fire Shark	6	28	
Flash Hamaran*	26	48	
Flashback	30	48	
Flicky	16	39	
Flintstones	16	44	
Forgotten Worlds	2	18	
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Gain Ground	8	25	
Galland	4	36	
Gallery Power 2	4	25	
Gauntlet 4*	26	48	
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George Foreman	22	44	
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Golf	4	24	
Granada	14	18	
Grt Waldo Srch	24	48	
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Growl	12	32	
Guardn Angel*	26	48	
Gunship*	26	48	
Hard Drivin	6	26	
Hardball	8	20	
Hardball 3	30	48	
Haunting*	26	48	
Heavy Nova	8	24	
Helltire	11	22	
Herzog Zwei	22	39	
High Seas Hvoc*	26	48	
Hit the Ice	24	44	
Home A one	18	40	
Hook*	26	48	
Hoots Thunder*	26	48	
Humans	24	48	
Immortal	30	48	
Ind Jns Last Cr	22	40	
Insector X	8	20	
Ishido	3	5	
J. Nicklaus Gff	26	48	
James Bond 007	22	44	
James Pond	6	20	
James Pond 2	12	26	
James Pond 3*	26	46	
J. Capris Tennis	14	40	
Jeopardy	30	49	
Jester	26	48	
Jewel Master	2	22	

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Joe & Mac*	26	$48	
Joe Montana	6	19	
Joe Montana 2	6	22	
Joe Montana 3	8	34	
John Madden	4	18	
John Madden 92	6	25	
John Madden 93	20	44	
J Madden Chmp	30	69	
Jordan vs Bird	12	35	
Junction	10	22	
Jungle Strike	26	48	
Jurassic Park	26	48	
Ka Ge Ki	12	28	
Kabuki	26	48	
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Kawasaki Challn	26	48	
Keeper of Gates*	26	48	
Kid Chameleon	14	40	
King Salmon	24	44	
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Lit Mermaid	20	39	
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Mayan Sc/Mcg	4	18	
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Mercator Game	6	22	
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Mick & Mack	24	44	
Mick & Donld	18	34	
Mickey Mse Cst	24	39	
Micro Machines	24	48	
Midnight Runner	4	32	
Mig 29 Fight Pi*	26	48	
Mgnt & Magic	26	48	
Mgnt & Mgc 3*	26	48	
Mini Usha Fbl	15	30	
Monopoly	34	48	
Mortal Kombat	30	56	
Ms Pacman	12	36	
Muhammad Ali	4	29	
Mushi	12	29	
Mutant Lg Fbl	26	48	
Mystic Defender	18	19	
Mystical Fighter	18	42	
NBA Action*	26	48	
NBA Allar Cha	24	44	
NFL Qtbk Clb*	26	48	
NHL Hockey	10	34	
NHL PA 93	20	49	
Olympic Gold	16	35	
Odyssey*	26	48	
Out of this World	20	48	
Outlander	18	40	
Outrun	10	29	
Outrun 3D's	20	44	
Pacmania	26	48	
Paperboy	22	40	
Paperboy 2	26	48	
Par Ry's Bskbll	4	20	
PGA Tour Golf	4	32	
PGA Tour Golf 2	6	40	
Phant Star 2	6	34	
Phant Star 3	20	39	
Phant Star 4*	26	48	
Phelios	6	28	
Pigskin Frbwl	6	40	
Pirates Gold*	26	48	
Populous	12	36	
Prflghter 2*	26	48	
Pshycos	2	16	
Power Monger	34	48	
Powerful	26	48	
Predator 2	4	38	
Pro Am Racing	18	42	
Pro Quarterback	14	39	

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Puggsy*	26	48	
Quackshot	8	29	
Quad Challenge	14	29	
Race Drivn*	26	48	
Raiden Trad	8	26	
Rmbo III	12	26	
Rampart	20	50	
Ranger X*	26	48	
Rastan Saga 2	6	22	
RBI Bsbl 3	10	29	
RBI Bsbl 4	22	46	
RBI Bsbl 93	32	50	
Revenge Shnobi	6	22	
Rdck Bsn Bag*	26	48	
Reign of Power	22	38	
Risky Woods	18	50	
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Road Rash 2	22	54	
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Shadow Blaster	6	18	
Shadow Dancer	6	27	
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Sonic Hedgehog 2	20	36	
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Speedball 2	10	39	
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Star Flight	6	33	
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Steel Empire	6	29	
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Super Hydlide	3	12	
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Super Smash TV	14	38	
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Swimming*	30	54	
Sword Sodan	3	12	
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Target Earth	4	16	
Task Force Harr	12	30	
Tazmania	18	40	
Tec LSA Bkbll	16	30	
Techno Cop	6	19	
Technoclash*	26	48	
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Trouble Shoot	4	22	
Truxton	4	18	
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Valis	10	38	
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Warrior Rome 2	24	44	
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Wonder Boy	18	36	
Wrld Cup Soccer	16	48	
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Wld Trphy Socr	20	48	
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Wrld Lrbrd Golf	20	42	
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Ys Men	12	50	
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Young Indy	22	44	
Zany Golf	4	10	
Zombie High	24	48	
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Amer Gladiators	20	49	
A. Agassi Tns*	28	54	
Arcana	30	54	
Arcus Odyssey*	28	54	
Art of Fighting*	28	54	
Asterix Gaul*	28	54	
Axelay	20	49	
B O B	28	54	
Barbie*	28	54	
Batman Returns	28	54	
Battle Blaze	26	54	
Battle Cars*	28	54	
Bttl. Grand Prix	24	54	
Battle Manacr*	28	54	
Battle Tech	32	54	
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Be Bs's Kids*	28	54	
Beau of Best	28	54	
Big Run*	26	54	
Bill Laimbeer	2	19	
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Brasil Brothers	28	54	
Bubsy	28	54	
Bulls vs Bazers	24	50	
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Ca Ridcn Bsbl	36	49	
Cal Games*	16	40	
Capt America*	28	54	
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Cmn Snd Wrld*	28	54	
Crmn Snd Time*	28	54	
Cast.vania 4	14	35	
Caveman Ninja*	28	54	
Champ Jc Socer*	28	54	
Champ Pool*	28	54	
Chase HQ *	28	54	
Chessmaster	14	34	
Chester Cheetah	18	50	
Chuck Rock	20	44	
Clavinizer*	28	54	
Clue	20	54	
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Congos Caper	28	54	
Contra 3	28	54	
Cool Spot	28	54	
Cool World	14	44	
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Crash n Boys	28	54	
Cuse Acne Bnd	28	54	
Cyber Spin	14	40	
Cybernator	32	54	
D Force	6	29	
Dariks Revenge	28	54	
Dash Galaxy Env	28	54	
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Desert Strike	24	48	
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Dinos	28	54	
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Drmsday Warrior	30	50	
Drakula*	28	54	
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Drakthen	6	25	
Dream Probe*	28	54	
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Dungeon Master	28	54	
Earth Dfns Fr.	12	36	
Equinox*	20	44	
Ev'O Srch/Edn*	28	54	
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F1 ROC	24	49	
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F-29 Retaliator	28	54	
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Faceball 2000	12	44	
Falcon*	28	54	
Family Dog*	26	49	
Family Fued*	28	54	
Final Fury	26	50	
Final Fight Gut*	28	49	
Final Fantasy 2	22	50	
Fnl Fantasy MQ	30	54	
Final Fight	10	38	

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Firepower 2000	16	54	
Football Fury	26	49	
Gangster ISS!*	28	54	
Gemfire	26	54	
George Foreman	8	32	
Goal	30	50	
Gods	20	44	
Golden Fighter	28	54	
Gnof Troop*	28	54	
GP 1*	28	54	
Gradius 3	8	32	
Grt Waldo Srch	26	49	
Guerilla War	28	54	
Gunforce	20	49	
Hrbl/Immgs Adv	20	49	
Hat Trick Hero	28	54	
Hvy Mtal Assult	28	54	
Hermuzzle	28	54	
Hit the Ice	24	54	
Hole In One	6	29	
Home Alone	6	36	
Home Alone 2	10	39	
Hook	18	42	
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Hurl Red Oct	16	44	
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Imperium	16	44	
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Intrn Trn Tour*	28	54	
Jack Nick Golf	28	54	
James Bond Jr	22	48	
Jeopardy	20	54	
Jimmy Connors	22	44	
Jocky Mas	20	42	
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John Madn 93	22	46	
Journey Home*	28	54	
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Kawasaki Chal	26	49	
Kemo Kage*	28	54	
Kick Master	28	54	
Kid Klown	28	54	
King Arthrs Wld	26	54	
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Knights FH	10	36	
Lagoon	12	44	
Lmbrglsh Chall	28	54	
Legend*	28	54	
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Little Nemo*	28	54	
Lost Vikings	26	54	
Magic Sword	8	34	
Magical Quest	26	50	
Mario & Wario*	28	54	
Mario Is Missng	28	54	
Mario Kart	28	46	
Mario Pnt Game	2	16	
Mech Warrior	24	49	
Megarobot Golf	28	54	
Metal Jacket*	28	54	
Metal Marines*	28	49	
Mgic & Mgc 2*	28	49	
Mgic Sgn Fbll*	28	54	
Monopoly	28	50	
Mortal Kombat	32	59	
Mr. Nutz*	28	54	
Mysta	16	46	
MVP Football	26	54	
Mystical Ninja	16	36	
NBA All Stars	28	54	
NCAA Bsbl	17	44	
NFL Football*	28	54	
NFL Qtrbk Clb*	28	54	
NHLPA 93	28	54	
Nolr Ryan Bsbl	22	42	
Obitus*	28	54	
On the Ball	28	54	
Optrn Lgc Bsbl*	28	54	
Out of this Wrld	24	49	
Out to Lunch*	28	54	
Outlander	18	39	
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Pac Attack*	28	54	
Paladin's Quest*	28	54	
Panic Restaurant	28	54	
Paperboy 2	8	36	
Pebble Beach	26	54	
PGA Tour Golf	30	15	
Phalanx	12	42	
Pigskin Frbwl	28	54	
Pilot Wings	8	36	

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Prflghter	$8	$34	
Play Ball	28	54	
PLOK*	28	54	
Pocks & Rocky	28	54	
Populous	24	48	
Power Moves	26	54	
Prince Persia	24	54	
Pro Quarterback	6	34	
PTO*	28	54	
Pgsleys Sex Hnt	16	44	
Push Over	24	44	
Putty*	28	54	
Q Bert	18	49	
Race Drivn	10	36	
Radio Flyer	24	49	
Raiden	14	36	
Railroad Tycoon	28	54	
Rampart	20	48	
Rbcop 3	28	54	
Rap City	28	54	
Rap Quest*	26	49	
Ren & Stimpy*	28	54	
Return of the Jedi	28	54	
R. Bmw Bsnng*	28	54	
Rival Turf	14	44	
Rival Turf 2	28	54	
Road Riot 4WD	14	44	
Robo Cop 3	10	38	
Robonautss	26	49	
Rock N Roll Rng*	28	54	
Rocksteer	4	30	
Ricky & Bllwnkle	26	49	
Rocky Rodent*	28	54	
Rgr Clmns Bsbl	26	44	
Rmnc 3 Kngdm 2	34	54	
Rmnc 3 Kngdm 3	28	54	
Ult Fighter	28	54	
Ultma-Flse Frpt	22	49	
Ultrabots	30	54	
Ultraman	8	26	
UN Squadron	8	38	
Uncharted Wtrs	30	54	
Univers. Soldier	28	49	
Untouchables*	28	54	
Utopia*	28	54	
Vgas Dreams 2*	28	54	
Vegas Stakes	30	54	
Wadalac C C	24	42	
Warrspeed	24	48	
Waynes World	18	42	
We're Back*	28	54	
Wheel Fortune	24	46	
Whirlo	26	49	
Wicked 18 Golf*	28	54	
Wing Commder	16	44	
Wrld Cl Soc Msc*	28	54	
Wng 2 Ace Hgh	20	44	
Wizard of Oz*	28	54	
Wizardry 5	28	54	
Wolf Child*	28	54	
Wrestlmn	20	44	
Wld Cp Soccer*	28	54	
Worlds Heroes*	28	54	
Wld Lg Soccer	6	36	
Wrld Wide Soc*	28	54	
Wvs Gnmans	28	54	
WWF Rw Rmbl	30	54	
X Zone	8	44	
Xardion	4	32	
Yvs 3	18	25	
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Yoshi's Safari*	28	54	
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Zelda 3	18	40	
Zmbs Ate Nbhr*	28	54	

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CREW MEMBERS OF THE U.S.S. ENTERPRISE



Lt. Worf
Tactical Systems Control
DUTIES: Mans the U.S.S. Enterprise's defensive and offensive systems.



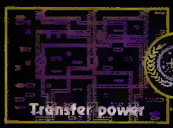


Lt. Cmdr. Data
Operations Control
DUTIES: Maintains control over navigational and informational functions.



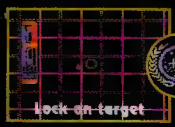


Lt. Cmdr. La Forge
Engineering Systems Control
DUTIES: Heads Engineering division. Performs repair work and power allocation.





Chief O'Brien
Transporter Systems Control
DUTIES: Supervises the U.S.S. Enterprise's transporter systems.





Cmdr. Riker
Mission Control
DUTIES: Gives a recap of Capt. Picard's original orders and current Stardate.





FACT FILE
STAR TREK THE NEXT GENERATION

MANUFACTURER	# OF PLAYERS
[illegible]	1
DIFFICULTY	**AVAILABLE**
[illegible]	DECEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
1 MEG	20
THEME	**% COMPLETE**
[illegible]	100%

THE GOOD
There are many different missions related to the *Star Trek* series. Trekkies will totally dig this.

THE BAD
This is a cool concept that would have benefited from 8 more Bits.

THE UGLY
The Captain's log. No it's not a toilet shot, it's just a pain executing complicating commands.

HOLODECK TRAINING MISSIONS



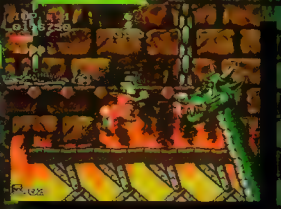
At the beginning of the mission, Captain Picard will give you details of the upcoming mission. Good Luck!



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NUTS & VOLTS





Franky thought only Kr... this was supposed to...



Move too slow and... shocked at what you...



...get captured! There's ... skulls...

FRANKY AND BITSY ARE TAKING A VACATION FROM THEIR TRANSYLVANIA CASTLE. BUT BITSY FORGOT TO GET A PASSPORT! OUR SPARE PARTS HERO CAME UP WITH A PLAN, THOUGH. HE DISMANTLED BITSY, PACKAGED UP HER PARTS, AND MAILED THEM TO THEIR VACATION DESTINATION - NEW YORK CITY.

THE COMBINATION OF FRANKY'S LACK OF BRAIN CELLS AND THE INCOMPETENCE OF THE TRANSYLVANIAN POSTAL SERVICE HAS SCATTERED BITSY ACROSS THE GLOBE.

FRANKY MUST NOW EMBARK ON A GLOBAL JOURNEY TO RETRIEVE THE MISSING PARCELS AND RESTORE BITSY TO HIS SIDE.

FEATURES

- 8 MEG
- 20 HUGE LEVELS
- 1 OR 2 PLAYER
- NOV. 1993

Also available for the Nintendo Entertainment System

Nintendo

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PLAYERS A
AND WIRE
APPROACH
EXTREME
CAUTION...

TWO WIRELESS CONTROLLERS AND INFRARED RECEIVER

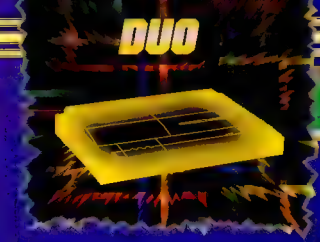
- INDEPENDENT 2-SPEED TURBO FOR ALL BUTTONS.
- SLOW MOTION & AUTO-FIRE.
- AUTO BATTERY SHUT-OFF.
- ACCURATE UP TO 25 FEET.
- HEAD-TO-HEAD CAPABILITY.
- FOR SEGA GENESIS™ AND SUPER NES®.

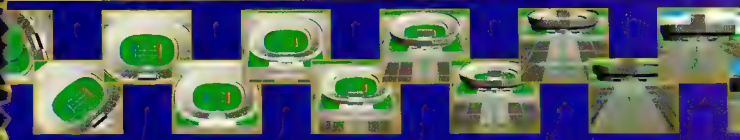
RE ARMED
LESS!
I WITH



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JOHN MADDEN DUO CD FOOTBALL

John Madden fans, stand up and cheer! The popular football video game has now reached every video system and has moved onto the Duo.

Football vidiots can play any of the 28 football teams or pick from the best football teams of all time. You can even play with the Madden Greats consisting of the the best players to ever grace the game. When you're ready to hit the field, you can access a huge library of offensive and defensive plays. Each has the potential to score six points or stop a play cold.

The coolest new feature is the digitized, full-motion video of the referee making a call. An occasional ball measurement will pop up when the refs aren't sure whether the offense has traveled ten yards. Other great options are field types like grass or turf in an open or dome stadium. You can even choose the weather conditions. Imagine playing in snow in Miami!



FACT FILE

JOHN MADDEN DUO CD FOOTBALL

MANUFACTURER	# OF PLAYERS
T.T.I.	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	OCTOBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
CD ROM	N/A
THEME	**% COMPLETE**
SPORTS	90%

THE GOOD

A good gridiron battle with some slick digitized intermissions.

THE BAD

The fact that the high point is the new intermissions.

THE UGLY

It's nowhere near as good as the Madden Football game that came out a year ago.

PLAY WITH ALL 28 PRO FOOTBALL TEAMS

ATLANTA	DETROIT	MINNESOTA	PHOENIX
BUFFALO	GREEN BAY	NEW ENGLAND	PITTSBURGH
CHICAGO	HOUSTON	NEW JERSEY	SAN DIEGO
CINCINNATI	INDIANAPOLIS	NEW ORLEANS	SAN FRANCISCO
CLEVELAND	KANSAS CITY	NEW YORK	SEATTLE
DALLAS	LOS ANGELES	OAKLAND	TAMPA BAY
DENVER	MIAMI	PHILADELPHIA	WASHINGTON

AND THE ALL-TIME GREATEST TEAMS

ALL MADDEN	CHICAGO '85	OAKLAND '76
MADDEN GREATS	DALLAS '77	PITTSBURGH '78
DALLAS '93	MIAMI '72	SAN FRANCISCO '84
BUFFALO '93	NEW YORK '86	WASHINGTON '82

MANY PLAYING OPTIONS ARE AVAILABLE

REGULAR SEASON	- Play an entire regular season with your favorite team.
PRACTICE	- Practice various offensive and defensive plays.
SUDDEN DEATH	- Play for all the marbles. First one to score wins!
NEW PLAYOFFS	- The best 16 teams play for the championship crown.
NEW ALL-TIME GREATS	- The game's greatest teams play to see who's the best.

THE PLAYOFFS

If your team is good enough to plow through the 16-game season, you will be participating in the playoffs for the football championship. Play against the best teams of the season or the best teams of all time.





PICK A PLAYING FIELD



OPEN/GRASS



OPEN/TURF



DOME/TURF

WEATHER CONDITIONS

FAIR



WIND



RAIN



SNOW



THE COIN TOSS: HEADS OR TAILS



Before the game, the captain of each team meets at the 50 yard line for the coin toss.



KICK OR RECEIVE?

The captain who wins the coin toss is awarded the choice to either receive the ball or to kick it to the opposing team.

HOME OR VISITOR?

The captain who loses the coin toss has the choice to either defend the home goal or the visitor goal.

PICK A PLAY, ANY PLAY

OFFENSE	DEFENSE
NORMAL	4-3
HANDS	3-4
FAST	NICKEL
BIG	DIME
FIELD GOAL	SPECIAL TEAMS
PUNT	GOAL LINE

CALLS ARE MADE BY A FULL-MOTION REFEREE

















SOME OFFENSIVE PLAYS

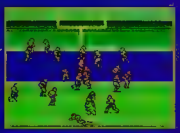


PASS

Fade back in the pocket, fire the football down field, and make the reception!

RUN

Grind it out on the ground and run through the interior defense for the TD!





FIELD GOAL

Use the meters to adjust power and direction to score the extra point to the TD.

INSTANT REPLAY

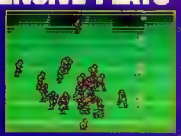


Press the Select button and you can review the last play. Fast forward, rewind, or pause during the sequence. Cameras can follow any man on the field.

SOME DEFENSIVE PLAYS

TACKLE

Burst through the offensive line and bring the ball carrier down to the ground!



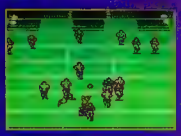


DIVE

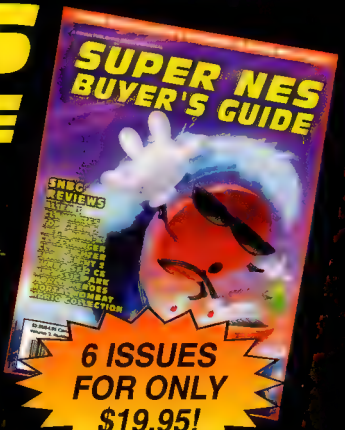
Diving toward the one with the ball can often save you some ground.

PUNT BLOCK

When you're close to the punter, put your hands up and make the block!



SUPER NES BUYER'S GUIDE



EXCLUSIVELY DESIGNED FOR SUPER NES PLAYERS!!!

Now there is a magazine made exclusively for owners of the hottest, most powerful Nintendo video game system ever made, the Super NES! Here is a magazine with all of the latest information, unbiased multi-person game reviews, and spectacular maps and tips, so incredible that only the editors of *Electronic Gaming Monthly* could put it all together! Turn to the Super NES Buyer's Guide for the first and best info on the Super NES and its games! In each bi-monthly issue, you will find pages and pages packed with the most detailed full-color coverage on everything for your favorite 16-Bit machine! With an exclusive focus on the best and worst the Super NES has to offer, this Buyer's Guide is the one magazine you can trust to get the most out of your Super NES System!

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HEMK3

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GAMEBOY

We're Back!

A DINOSAUR'S STORY

Back from the past is the incredible age of Dinosaurs! Hence, tons of prehistoric pounding games and movies. This title is based on a soon-to-be-released animated movie. You are in control of the lead dinosaur that is battling against the evil Professor Screweyes (love that name) who has captured your buddies! But to aid you on your journey, you are given a Brain Bran Cereal that makes your intelligence skyrocket. Now you have the smarts to take out the evil Prof once and for all!

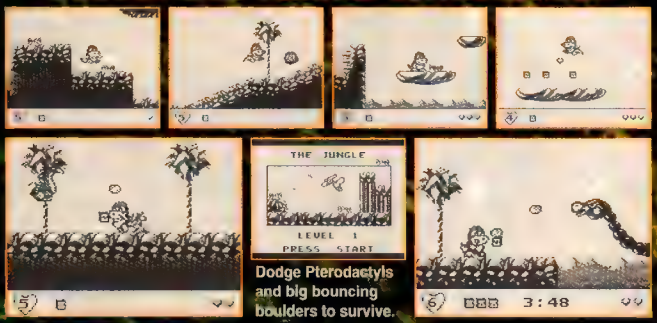
The game is set up in a run and jump action title. You have the ability to chuck cereal boxes, bowling balls, and other nifty little trinkets at your enemies—the dino-henchmen of Professor Screweyes. There are secrets in all the levels that lead to many different power-ups like skateboards, spring boards, and other cool items. This one should definitely please any fan of the upcoming animated movie!

INTELLIGENT DINOSAUR MOVES TO LEARN!



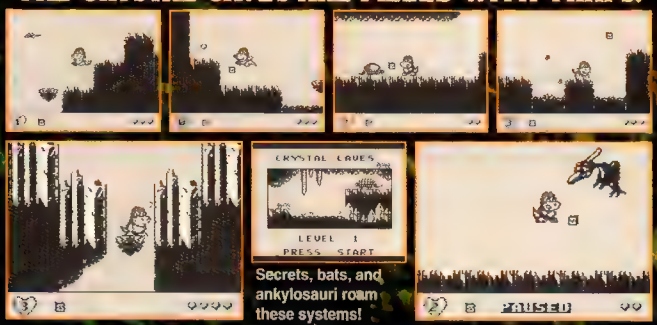
These can kill most enemies. | Run and jump at the ramps. | Skateboarding dinosaurs! | Plants act as giant springs! | Pterodactyls will carry you.

TRAVERSE THE TERRORS OF THE JUNGLE!



Dodge Pterodactyls and big bouncing boulders to survive.

THE CRYSTAL CAVES ARE FILLED WITH TRAPS!



Secrets, bats, and ankylosauri roam these systems!

ENTER THE FRIGHTFUL CASTLE DUNGEONS!



Enter the dungeon of the castle, where pitfalls and giant dinosaurs combine to form a truly terrible terror!

FACT FILE

WE'RE BACK

MANUFACTURER	# OF PLAYERS
HI-TECH	1 OR 2
DIFFICULTY	**AVAILABLE**
EASY	NOVEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
2 MEG	15
THEME	**% COMPLETE**
ACTION	80%

THE GOOD

This game's only high point is that it will appeal to movie fans. That's pretty much it.

THE BAD

It's just a standard action game with standard control, standard visuals and standard game play.

THE UGLY

You play a dinosaur who became smart by eating some "Brain Bran" Cereal. News to me!

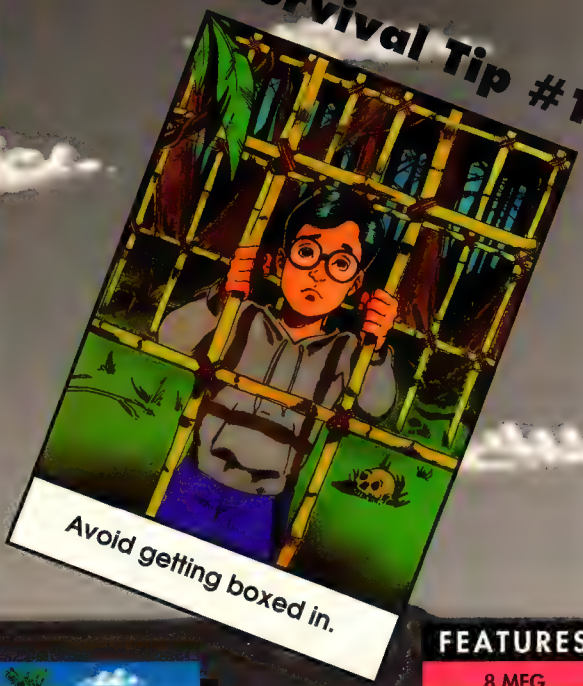
WELCOME TO THE JUNGLE

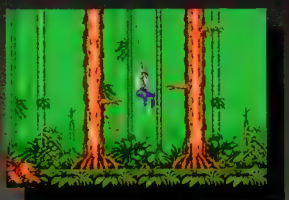


Lester's not a bad kid, he just seems to end up in a lot of awkward situations. This time he's been stranded on a jungle island being taken over by pirates. With your help he should be able to make it back home.

The only problem is Lester's personality. His survival instincts are a little weak. Plus, he always panics the first time he meets a new challenge.

Just don't panic along with him.





Guide Lester wisely and he might just come through in the clutch.



Who wouldn't panic at the sight of a mutant seagull?

FEATURES

- 8 MEG
- CHARACTER PERSONALITY
- ROTOSCOPED ANIMATION
- FALL 1993

Nintendo

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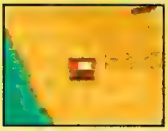
DESERT STRIKE



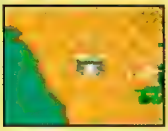
Return to the Gulf to take care of the enemy forces standing in the way of freedom. You must control the Super Apache attack chopper behind enemy lines, and use your weaponry to neutralize the tyrannical and nuclear threat. Relive Operation Desert Storm anywhere you want with this intense Game Gear cartridge.

Visually, this game is just like the Genesis version, with very little lost. All the missions are here. By using the password, you can continue where you left off at any time. If you like strategic war action, check out this game.

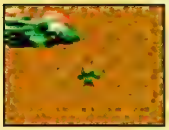
HELPFUL ITEMS



AMMUNITION
Pick this item up with your winch to obtain more missiles to launch at your foes.



FUEL
If your chopper is running on fumes, grab this icon to fill up your fuel supply.



M.I.A. SOLDIER
This guy is stuck behind enemy lines. Pick him up and bring him back home.



FACT FILE

DESERT STRIKE

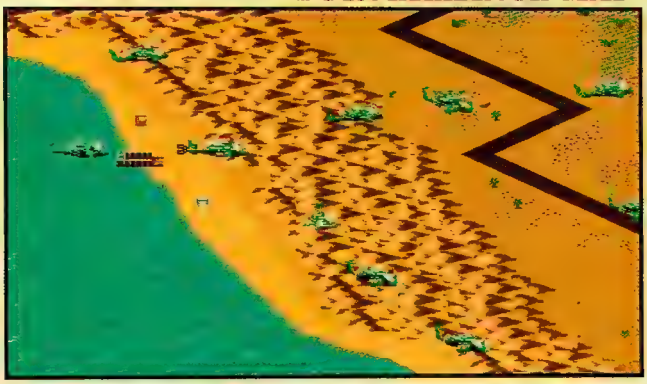
MANUFACTURER	# OF PLAYERS
DOMARK	1
DIFFICULTY	**AVAILABLE**
HARD	OCTOBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
2 MEG	27
THEME	**% COMPLETE**
ACTION	90%

YOUR CO-PILOT

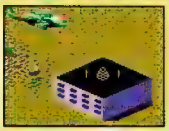


This guy'll stay frosty under fire, but his aim's not too good when shooting.

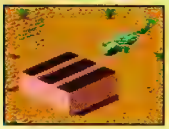
SURVEILLANCE MAP



THE STRATEGIC TARGETS



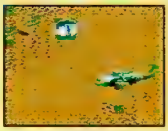
ENEMY BASE
The base of enemy operations. Bomb it to accomplish your missions.



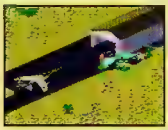
POWER STATION
Blow up this place to stop the flow of energy to the enemy outposts.



POWER LINES
Not a necessary target, but blow them away anyhow. It helps neutralize enemies.



RADAR DISH
Cut off the enemy's ability to track us from the air. One major mission goal.



AIRSTRIP
Gain air superiority by single-handedly wiping out the enemy airfields!

THE GOOD
Aerial combat at its finest. It's a great feeling to know that you are killing for a reason.

THE BAD
Accidentally wiping out the little M.I.A.s who are out in the field. They're small and hard to see.

THE UGLY
Flying head-on into an entire spread of missiles aimed right at your cockpit. Kibbles 'n' Bits galore!

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Sega Genesis



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4-Way Play



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Super NES

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Super NES

Super Ghouls 'N Ghosts

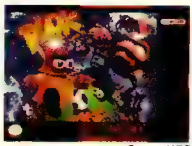
ELECTRO BRAIN



Super NES

Boxing Legends Of The Ring

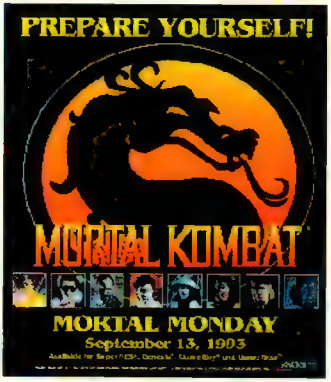
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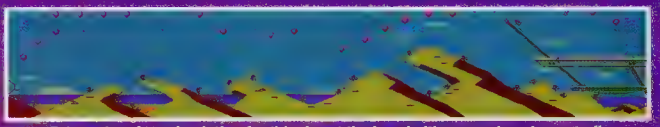
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GAME GEAR



Bring a lot of tanning lotion for this day at the beach. It's gonna be a long stroll.

COOL ICONS

POTION Fills your life meter.

BIG DOT 250 bonus points.

1-UP Extra dude!

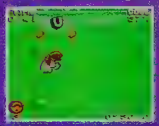
TIMER Adds time to clock.

RED DOT Collect to free friends.

UNCOLA Extra continue.

COOL BONUS STAGES

Grab the letters that spell U-N-C-O-L-A in the bonus stage so you can continue.





FACT FILE

COOL SPOT

MANUFACTURER	# OF PLAYERS
VIRGIN	1
DIFFICULTY	**AVAILABLE**
MODERATE	NOVEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
4 MEG	10+
THEME	**% COMPLETE**
ACTION	95%

THE GOOD

One of the best Game Gear games ever created. The graphics and game play are second to none.

THE BAD

Important play elements (like Spot's life meter) get lost in some of the backgrounds.

THE UGLY

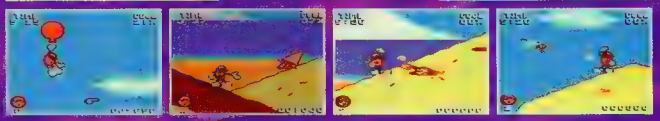
Hey crabs, what's with the polka dot boxers?

STAGE 1: SHELL SHOCK



This is no fun day at the beach for Spot, especially when snapping crabs, dragonflies, and hermit crabs await your every move. Spot must also take advantage of the balloons to collect more dots.

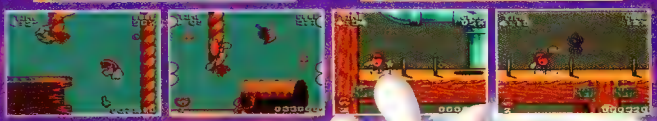




STAGE 2: PIER PRESSURE

Watch out for frightening fish and crabs as you plunge through the nastiest of docks.





STAGE 3: OFF DA WALL

Work your way through pipes, nails, spiders, and mice with an attitude.



Spot's buddies are missing and it's up to you to find them. Cool Spot comes to Game Gear in a very cool way. This translation is a carbon copy of the Genesis version, losing very little in the graphics and animation department. What's more, this cartridge has a battery backup so you don't have to start from the beginning every time you play. Cool Spot is one of the most addictive games I've played in a long time. Definitely worth checking out.



COOL SPOT

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Special gold editions of the first three issues of *STREET FIGHTER* the comic book are being created just for you the readers.

Only 18,000 copies of the first issue, 12,500 of the second issue and 10,000 copies of the third issue are being made available.

All three will be $15.00 each, and purchasers of the 1st gold issue will have first shot at issues #2 and #3.



An ad for issue #3 will run next month.

Also as a special bonus the first 5,000 purchasers of each isssue will have first shot on a special offer that won't be announced to the general public until near the end of the year.

SPECIAL NOTE:
We only have about a 60 day supply left of the first issue.

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Finally...

The Comic Book We Almost Couldn't Publish!

Street Fighter™, the comic book series has the following approximate on sale dates:

Street Fighter™ #1 will be at comic shops on September 2, 1993
(Newsstand copies will be available 1-3 weeks later)

Street Fighter™ #2 will be at comic shops on October 5, 1993
(Newsstand copies will be available 1-3 weeks later)

Street Fighter™ #3 will be at comic shops on November 2, 1993
(Newsstand copies will be available 1-3 weeks later)

(Note: Comic Shops and newsstand copies are printed at the same time, however most comic shops will get their copies via AIR shipment and newsstand and convenience stores ship via TRUCK freight.)

Due to its high level of violence and mature themes, these issues are not recommended for the weak of heart.

(Collectors Please Note: The publishers will fill first orders only, and will not go back to press once retailers receive their first shipment of each issue, that's it!)

Capcom is limiting the on sale time of these comics and will not allow them to be re-published. This will be your only chance to get the issues complete and uncensored.

Fewer than 500,000 copies of each issue will be published at $2.95.

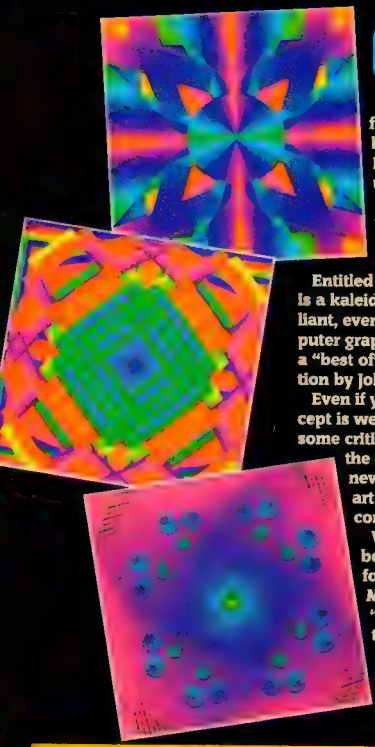
Consider this: There will be fewer copies of the comic then of the video game!

Reserve your copy from your local retailer now!

For a list of comic shops in your area, check the yellow pages under comic books or books and magazines.

LIFESTYLES OF THE POP

A Video Kaleidoscope



For those of you who get nothing but aggravation from your TV set by losing at Mario Bros. for the umpteenth time, this new video from Miramar may provide some relief.

Entitled *Dazzle*, the video is a kaleidoscope of brilliant, ever-changing computer graphic images set to a "best of" music compilation by John Series.

Even if you think the concept is weird, consider that some critics believe this is the beginning of a new art form–an art form that is in constant flux.

While there may be a lot of potential for Seattle-based Miramar in this "art form," we just think the video is cool to look at and listen to after an intense game of Street Fighter.



Batman's Beat Goes On

If you just can't get enough of Batman, the Joker, and the rest of the Gotham-gang in the stylistic *Batman: The Animated Series*, a new adaptation of the Dark Knight is on the way.

Set for a late 1993, early 1994 launch, a new novel by Geary Gravel will follow the adventures of the Caped Crusader. *Duel To The Death* will be published by Bantam and carry a cover price of $4.99.

The storyline follows the evolution of District Attorney Harvey Dent, who started out as a good man dedicated to ridding Gotham of crime. But an explosion left him horribly disfigured, one half of his face perfectly normal, the other a grinning, leering mask of pure evil.

Using the name Two-Face, he has vowed vengeance on the crime lord who destroyed his life, even if he has to start his own reign of terror to achieve his nefarious ends, even if he must kill Batman and Robin.

BS & more!

Mmmm, Good!

•According to a story in the September 14th *Weekly World News*, a mermaid mummy was found near Portland, Oregon. Although it was old and brittle, a local fisherman said the creatures actually taste like chicken.

Flying high or just plane high?

•*Top Gun 2* is in the early stages of development at Tom Cruise's jointly owned production company. After going from a plane in the original *Top Gun*, to a car in *Days of Thunder*, Cruise had to be talked out of using hot-air balloons for the sequel.

CULTURE SOURCE FOR EGM READERS

Apple Launches Newton

Better is smaller. At least that's the axion when it comes to technology. With the debut of Apple's Newton MessagePad, personal calendars and post-it notes may go the way of the dinosaurs.

With the tablet-sized Newton, you can take notes, make a quick sketch, format letters, send a FAX, receive pages and messages, tap into on-line services, cook a six-course meal, or perform a minor surgery (whoops, nix those last two).

Besides its versatility, the Newton is almost as easy to use as a pencil and paper. It recognizes your handwritten notes and transforms them into typed text. Or, you can type words using an on-screen keyboard. Even if your handwriting looks more like chicken scratch than John Hancock's signature, the Newton will adapt to your handwriting style. If you always put a loop in your "q," Newton will learn to look for that.



According to Apple officials, the Newton marks only the beginning of a new personal communications boom. Officials envision a world where MessagePads come in assorted sizes. Smaller ones will remain attached to phones for fax purposes while others will be fixtures in cars as automated maps and navigation aids.

Even though these visions are only a few years off, we think it's more fun to imagine what a Newton could do for you now.



How useful would it be during that killer 5-page math test with all those story problems?

Star Wars lives on and on and on...

Any serious fan of the Star Wars saga knows the story didn't end with the Ewok triumph in *Return of the Jedi*.

The third book of the Star Wars trilogy written by Timothy Zahn, is set five years after the events in the *Return of the Jedi* film.

With the death of the Emperor and the destruction of his second Death Star, the Rebel Alliance was victorious, pushing scattered remnants of the Empire to the farthest reaches of the galaxy. Luke Skywalker has become a full-fledged Jedi Knight, and Han Solo and Princess Leia are expecting twins. But all is not safe for their new republic or our heroes as the Empire rushes to resurrect its terrible cloning technology, hidden away since the Clone Wars.



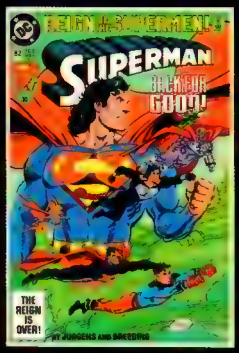
Based on the success of the three Zahn novels, Bantam Spectra has 12 more novels planned, including two trilogies and six stand-alone novels.

It's just wrong...

"Psst! I'll trade you an attempted murderer for a narcotics distributor."
That might be something you hear when two collectors of *Wanted by the FBI* trading cards get together. Produced by the Federal Card Company, the series contains 100 cards, including 80 cards featuring fugitives currently sought by the FBI. But best of all, there is a randomly inserted foil stamped J. Edgar Hoover card. Golly gee, that's probably more valuable than a Babe Ruth rookie card.











Sights and Sounds from the San Diego ComiCon

From the spandex-clad comic characters to the infrequently insightful panel discussions, there was something for everyone at the 1993 San Diego ComiCon. EGM was there to cover the year's biggest comic convention.

Viva' the Man of Steel

Superman fans no longer have to mourn the temporary loss of their favorite hero. DC Comics disclosed that the original Man of Steel is returning with a vengeance.

After months of guessing who the real Man Of Steel might be out of a pack of four claiming to be the man; including a possible clone who refuses to be called Superboy, a construction worker in a suit of armor called The Man Of Steel, a creepy cyborg called The Man Of Tomorrow, and a grim and gritty vigilante called The Last Son Of Krypton, it ended up being none of them. The real article came back after a brief convalescence to do battle with the turncoat Superman cyborg and an outer space despotic invader named Mongol. The other Supermen, Green Lantern and Hal Jordan, aided our hero to save the world from sure destruction. That's what Supes does best –save worlds from destruction.

Wetworks Back on Track

Whilce Portacio's long awaited *Wetworks* title is back on track and scheduled for a Christmas release.

With the first two books of the introductory trilogy finished, Portacio is wrapping up the third one before releasing any of them.

Portacio's decision is in response to the recent Image Comics shake-up, when a number of creators had their books axed after failing to follow through and meet deadlines.

Portacio is returning after a long, self-imposed hiatus, but if the previews are any indication, Wetworks will definitely be worth the wait.

The Simpsons Coming in Comics

Bart Simpson and the rest of Matt Groenig's gang are set to appear in their own line of books under the Bongo Comics banner.

The first two issues, *Simpsons Comics* and *Itchy & Scratchy Comics*, will hit comic shops nationwide on Monday, November 20, and will be followed by two superhero titles including *Bartman* and *Radioactive Man* on December 13.

Valiant Vision Really Works

In an industry where gimmicks are more of a rule than an exception, Valiant has actually come up with an intriguing new twist.

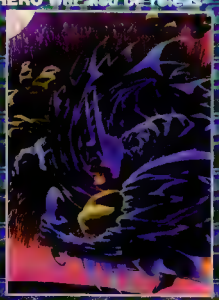
The entire October issue of *Solar, Man of the Atom #29* is being designed to take full advantage of Valiant's new Valiant Vision glasses. The book appears normal without the glasses, but once the readers dons a pair of the glasses, colors literally jump off the page.

The best thing about this setup is that, unlike conventionally cheesy 3-D effects, you don't need the glasses to read the comics.

This month in HERO ILLUSTRATED

In commemoration of their fateful donnybrook, HERO is pulling out all the stops. In addition to the original Bane artwork from Kelly Jones for HERO #4, HERO will also be releasing its first-ever special edition. Devoted entirely to Batman, this comprehensive issue also comes with an original Kelly Jones cover of, who else?





RoboCop 3 Set to Blow-Torch the Competition

As Orion Pictures prepares for the release of *RoboCop 3* on November 5, be prepared for a somewhat kinder, gentler cyborg.

Orion recognized that some of RoboCop's biggest fans were kids, and for the third installment of the series, they have curtailed some of the graphic violence that characterized the first two pics.

But contrary to popular belief, less violence doesn't necessarily mean less entertainment. What the new RoboCop lacks in steel-fist-to-the-skull fury, he makes up for in cool, new weapons enhancements including a flame thrower and the ability to fly.

RoboCop 3 stars Robert Burke (previously played by Peter Weller), taking over the title role and Nancy Allen, reprising her role as Anne Lewis. The screenplay by comics guru Frank Miller and Fred Dekker is based on a story by Miller and on characters created by Edwards Neumeier and Michael Miner.

A key to the film's distinct style is its strong cast of supporting characters, particularly that of Nikko (played by Remy Ryan), the 10-year-old girl who works with the rebels and RoboCop.



Burke believes Ryan's character was important in bringing out RoboCop's humanity. "The action between RoboCop and Nikko is quite spontaneous and natural in its evolution," he says. "She has a tremendous sense of family and is not distracted by society, big corporations, or OCP directives. She's just looking for her family so she can go home. And at the root of everything, so is Robocop. Here he is, this man in a machine, laden down with all these electronics and firepower--and what does he keep thinking of? His wife and child and the home he once had."

Coupling a more humanistic edge with the latest in special effects technology, RoboCop 3 is the first feature film to use the technique known as morphing extensively (morphing has previously been used in a few television commercials). Morphing was integrated into a sequence involving RoboCop's memories of his former life as Officer Murphy and in another scene featuring OCP's infamous Delta City.





This photo shows a new addition to the RoboCop saga—children. RoboCop 3 is set for a nationwide debut November 5.

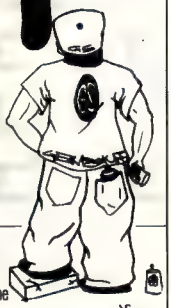
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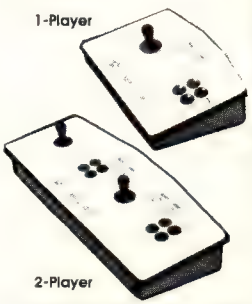
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EGM Contest Winner Update

As many of you already know, Jeff Crosno of Key Biscayne, Florida was the lucky winner of our Super Stars Wars contest. As such, his face will appear in a cinema display in the upcoming Super Nintendo cartridge, Super Empire Strikes Back from JVC and LucasArts. To the right is his real life picture and below are screens shots of Jeff's unique appearence in the game. Sure looks like him to me. Congratulations to Jeff Crosno and may the force be with you.



Jeff Crosno - Super Empire Winner in his original picture.





Jeff Crosno as he appears in the Super Empire Game.

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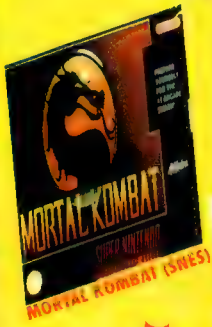
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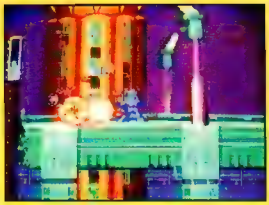
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THE NINTENDO SHOSHINKAI

The Nintendo Shoshinkai is a complete gathering of Nintendo and their licenees under one roof. Held in Tokyo on August 24-26, it's one of the largest video game expositions to be held in Japan every year. The games and products shown are tentatively scheduled for release around Christmas time. Note that these games were shown in Japan and may or may not come to the U.S.

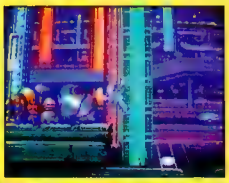


ROCKMAN-X / BY CAPCOM OF JAPAN

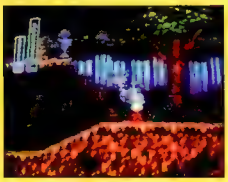
Rockman X (Megaman X in the States) is nearing completion. All new levels have been added. From the neo-technical city to the woods, there are water levels plus other challenges. Like before, Rockman can acquire the weapons of his defeated enemies, and can even charge up his main weapon. Rockman X seems to be the ultimate robotic adventure.

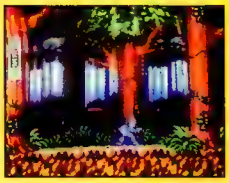
FOR SUPER FAMICOM













RUSHING BEAT SHURA BY JALECO OF JAPAN

The third in the Rushing Beat saga, choose a whole new line of fighters to stop an international weapons dealer. Lots of fist-flinging action here!

FOR SUPER FAMICOM



FIRE EMBLEM BY NINTENDO OF JAPAN

Witness Nintendo's very first 24 Meg cartridge! Filled with strategy and technique, Fire Emblem is a terrific title and very challenging too!

FOR SUPER FAMICOM

SONIC BLASTMAN 2/ BY TAITO OF JAPAN

If one wasn't enough, Sonic Blastman 2 is about to hit Super Famicoms everywhere. This superhero, with no fashion sense, is out to tackle new foes. Lots of comical moves, including the classic Bagoom can be found in this game. Are you up to it?

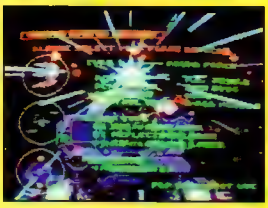
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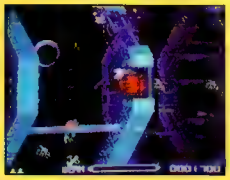


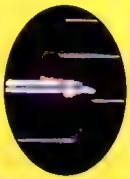
R-TYPE III / BY IREM OF JAPAN

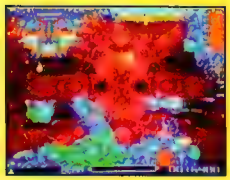
Irem of Japan's ultra-hot shooter series, R-Type, has come to near arcade perfection in their third game. R-Type III has pristine graphics, no slow-down, and totally intense action. Use your power-ups to survive the many enemy swarms. This game looks great. In fact, it almost passes as an arcade game. R-Type III is *very* impressive.

FOR SUPER FAMICOM

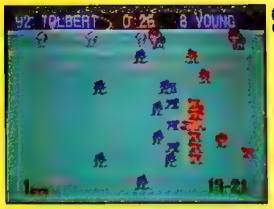








SUPER TECMO BOWL / BY TECMO OF JAPAN



Recently previewed at the Consumer Electronics Show was Tecmo of Japan's Super Tecmo Bowl. This game, as far as I can tell, is better than the 8-Bit version in every way. It even has rain and snow! Like before, the game is filled with cinemas. Every aspect of football can be found here, with plenty of plays and enough stats to choke a horse. The future looks bright for football fans.

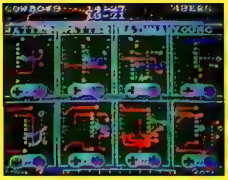


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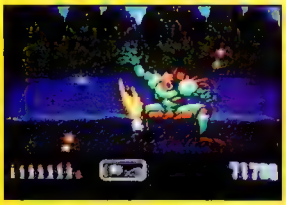




SHIEN / BY DYNAMIC OF JAPAN

Shien: the Blade Chaser is an awesome mouse game, where you control the hands of a ninja. Use your shurikens and your blades to hack at Kappas, ninjas, and other feudal Japanese enemies. Shien is a cool idea that really tests your reflexes.

FOR SUPER FAMICOM



SOUND FACTORY / BY NINTENDO OF JAPAN

A program similar to Mario Paint, but more tuned to music lovers, should be coming out shortly in Japan. Expect to find a bunch of little games built into this one, with all the little quirks that Nintendo is so well known for. Interesting edutainment game!

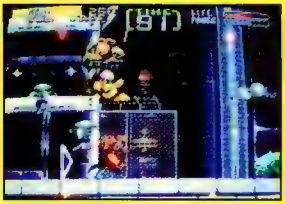
FOR SUPER FAMICOM



SHADOW STALKER / BY ATHENA OF JAPAN

If you like mechs battling it out in a metropolis, with guns blazing, and tracers flying, Shadow Stalker is for you. While there isn't much stalking, there is a heck of a lot of blazing weaponry. Blow away assault suits and free the city from evil cyborgs.

FOR SUPER FAMICOM

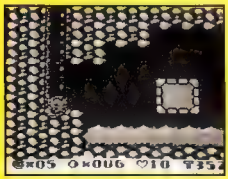


WARIO LAND / BY NINTENDO OF JAPAN

It may seem strange, but Mario's enemy Wario (you know, the guy with the attitude problem) has his own game. Similar in concept to the Mario games, this GameBoy cart has it all. Cruise through underwater levels and search out secret places. All in all, it's an entertaining adventure that should appeal to all video game players.

FOR GAMEBOY





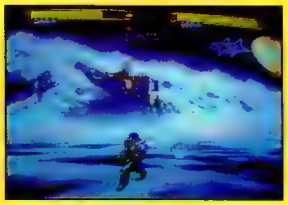




BASTARD / BY COBRA TEAM OF JAPAN

Duel against your greatest adversaries. In this graphic test of skills and reflexes, you control a lone warrior over a constantly scrolling realm of clouds. The visuals of this game will literally blow you away. Despite the name, I like it.

FOR SUPER FAMICOM



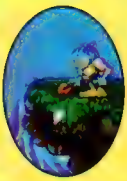
JOE & MAC 3 / BY DATA EAST OF JAPAN

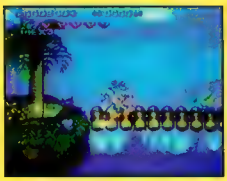
If you thought Joe & Mac couldn't get into any more trouble, think again. An all-new adventure awaits them on the Super Famicom. This quest offers new and improved play mechanics, newer features like tools, and a whole lot more. Data East has worked hard to make this the best Joe & Mac adventure yet. It's a must-see!



FOR SUPER FAMICOM







DRAGON BALL Z 2 / BY BANDAI OF JAPAN

Dragon Ball Z is an awesome fighting game, and its sequel is even better. This game has the best fighters from the *anime*, like Songoku and Picolo. There are more moves, plus the fighters are larger. If you liked what you saw in the first version, you'll love this one.

FOR SUPER FAMICOM



ACCELEBRID / BY TOMY OF JAPAN

Accelebrid is a mind-blowing game to see. It's sort of an interactive Sewer Shark. You pilot a mech against others of your kind. You scream down narrow tunnels while blasting away enemies left and right. It you want something different, this one is definitely that...

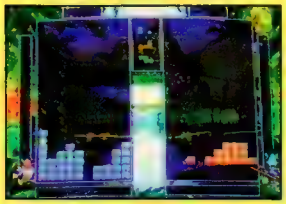
FOR SUPER FAMICOM



TETRIS BATTLE GAIDEN/ BY BPS

A new twist in the ongoing Tetris theme is pitting two players against each other, with comical characters battling it out. Talk about confusing! Anyway, this game is very addictive, and it's always a treat with two players. What more can I say?

FOR SUPER FAMICOM



HOKUTO NO KEN 7 / BY TOEI ANIM.

Toei Animation is bringing out the latest in the Hokuto No Ken (Fist of the North Star) series of games. Similar to part 6, it's a fighting game. Control such famous fighters as Kenshiro and Shin as you battle to the death. The copy at the show was under construction.

FOR SUPER FAMICOM





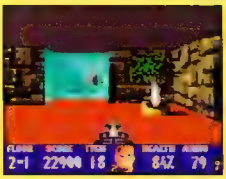
WOLFENSTEIN 3-D / BY IMAGINEER OF JAPAN

Castle Wolfenstein has enthralled computer players for some time now. As of late, a Super Famicom version was shown which was a near replica of the PC version. While arming yourself with guns and knives, hunt down the Nazis who plan to dominate the world. Wolfenstein 3-D is faithful to the computer version—right down to the gore. A must for thrill seekers!

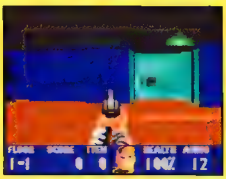


FOR SUPER FAMICOM









DRAGON QUEST 1 & 2 / BY ENIX OF JAPAN

The popular Dragon Quest series (Dragon Warrior to us) has just been given a new life. The first two games have been put on one cart, and the graphics and sound have been enhanced—ala Mario Collection. A great way to play old favorites.

FOR SUPER FAMICOM



LEMMINGS 2 / BY SUNSOFT OF JAPAN

The green haired little buggers are at it again! Control your tribe of Lemmings through a large number of levels. Use brand new skills to reach safety. If you puzzle maniacs out there liked the first one, you'll love the sequel. Just don't walk off a cliff.

FOR SUPER FAMICOM



KIRBY'S PINBALL / BY NINTENDO OF JAPAN

Wouldn't you know it, Kirby—that eternally hungry ghost—is in his own pinball game. Not only is it on the GameBoy, it's a lot of fun. Guide Kirby through an adventure like no other. If you think you are a pinball wizard, Kirby's challenging you to take him on.

FOR GAMEBOY



ZOOL / BY INFOCOM OF JAPAN

What is Zool? Good question. The game is a Mario-esque type adventure with colorful graphics and toe-tapping sound. Zool's cool. On the other hand, what exactly is Zool? He looks like a freaked-out mutant. Still, it's a lot of fun to play. Strange, yet true.

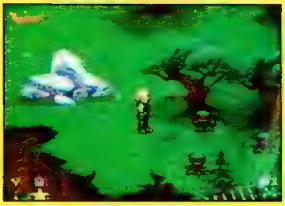
FOR SUPER FAMICOM



YOUNG MERLIN / BY VIRGIN OF JAPAN

The latest version of this globetrotting action/RPG was previewed at the show. The most interesting feature of this game is the fact that there are no words spoken in it. That means translation will be a snap. It looks to be a cool RPG, since there are so few of them.

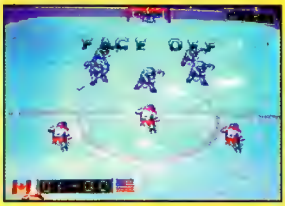
FOR SUPER FAMICOM



SUPER HOCKEY '94 / BY YONAZAWA

The latest hockey cart at the show was Super Hockey '94. Featuring compatibility with the Multitap, four players can go head-to-head on the ice. The graphics are superbly done and show off the sport. If you are an armchair athlete, this cart was made for you.

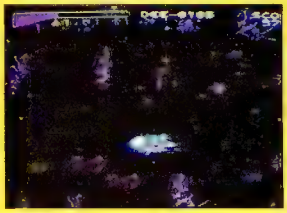
FOR SUPER FAMICOM



MACROSS / BY ZAMUSE OF JAPAN

Yet another *anime* is converted into the video game format. Macross is a high speed shooter, where you control a Veritech fighter, which is capable of transforming into three forms. Robotech fans should clamor to this one, as it is faithful to the series.

FOR SUPER FAMICOM



NINJA WARRIORS / BY TAITO OF JAPAN

The game Ninja Warriors was at the show, and attracted crowds with its great graphics. Choose from three cybernetic ninjas and take on an entire army of enemies. This cart has a lot of action, and a lot of technique. It would be nice if it came to the States.

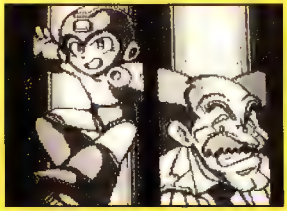
FOR SUPER FAMICOM



ROCKMAN IV / BY CAPCOM OF JAPAN

Rockman's (Megaman) latest adventure continues his quest to stop Dr. Wiley and his mechanical hordes. Like all the other Rockmans before it, you can acquire a Boss' weapon if you defeat him. This portable adventure is the best one yet for Rockman.

FOR GAMEBOY



THE 1993 JAMMA ARCADE SHOW

Every year, arcade manufacturers display their wares at an amusement machine show. JAMMA, which stands for Japan Amusement Machinery Manufacturers Association, was one of the sponsors for this gala event. These two pages represent the arcade games that will hit the arcades in Japan in the months to come.



DRAGON BALL
BY SEGA OF JAPAN

An arcade Activator game! Battle against anime fighters like Son Gohan and Picolo, while you use your own fists. This game will make you cry Final Flash!



STAR WARS
BY SEGA OF JAPAN

Relive all the excitement of Star Wars with this excellent remake of the arcade classic. Featuring all-new obstacles and enemies, this game is a must for Jedis.

DAYTONA AM2 / BY SEGA OF JAPAN

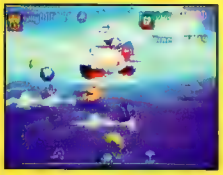


Hot on the heels of Virtua Racing, Sega's Daytona AM2 blows away all other racers. Creating new standards in technology, this terrific racer needs to be seen to be believed! It's a must to play. It's unbelievable!



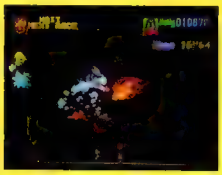


LOONEY TUNES: BY A HARE / BY SEGA OF JAPAN



For a completely new twist in racing games, try this coin-op. After selecting from four Looney Tunes characters, race against the clock and each other to make it to the end. This game is a total blast. But, watch out for the traps!!!!

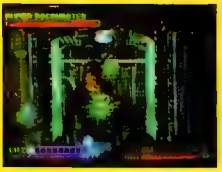


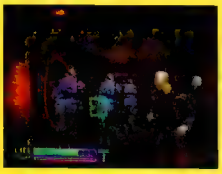


ALIEN 3: THE GUN / BY SEGA OF JAPAN



For a horrifying experience, try Alien 3: the Gun. Similar to Steel Gunner, you and a partner must eradicate a host of vicious xenomorphs. Look for lots of chest-bursting action, as the screen is filled with your gunfire. It's hot!



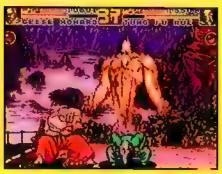


FATAL FURY SPECIAL / BY SNK OF JAPAN



An awesome follow-up to Fatal Fury 2—now you can almost play as all the "Boss" characters, from Billy Kane to Geese Howard. With more moves and better animation, this game is a must have! A superb fighting title!





BLOOD FAMILY / BY ATLUS OF JAPAN



Atlus has taken a new approach in creating a comedic fighting game. Blood Family uses such strange characters, like an old lady who shoots her dentures. Blood Family is a unique game and a welcome change.





MIRACLE ADVENTURE BY DATA EAST OF JAPAN



Data East's first venture onto the Neo•Geo has you and a friend racing through a number of colorful, yet deadly levels. Neo•Geo fans won't be disappointed with this one.

VIRTUA FORMULA BY SEGA OF JAPAN



The sequel to Virtua Racing is on it's way. Using really cool simulator cars, you once again, get thrust behind the wheel of a Formula racer. A great follow-up.

NIGHT SLASHERS / BY DATA EAST OF JAPAN



A truly magnificent action/fighting game. Play alone or with a friend against some splatter-punk and gothic horror baddies. Blood, guts, gore, and more. Definitely not for younger players, this is one scary game! I love it.





F-1 SUPER LAP / BY SEGA OF JAPAN



Another cool racer by Sega is F-1 Super Lap. While not as innovative as the others, this game has the realistic "car" feel. The backgrounds are impressive. For the traditionalist, F-1 Super Lap is sure to please.



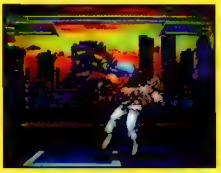


BURNING RIVALS / BY SEGA OF JAPAN

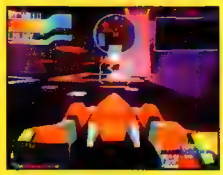


Sega's new fighting game entitled Burning Rivals has a very distinctive anime look to it. Choose from the usual assortment of fighters. One point of interest is the high quality of the animation. Well fighters... get to it!



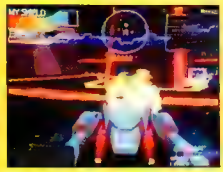


CYBER SLED / BY NAMCO OF JAPAN



Not just a catchy name, Cyber Sled boasts a virtual environment where players battle in tanks. It's wicked entertainment. While using your cannons, blast the enemy to tiny pieces. A real stress reliever if I ever saw one.





NEXT WAVE

LAST MINUTE UPDATE

Electronic Arts

John Madden 3DO

3DO	Sports

Possibly the greatest football game series ever will be even better on the 3DO. The Madden series has always realistically recreated the sport from the stats to the bone-crushing plays. This version is no exception.

From the opening intro, you'll see that this is no ordinary football game. The introduction makes you feel as if you are watching Monday Night Football. The graphics are great. The many scaling players and the scrolling field are totally smooth.

John Madden 3DO should win sports fans over to the 3DO. There simply isn't a better looking football game on a home system.











Software Toolworks

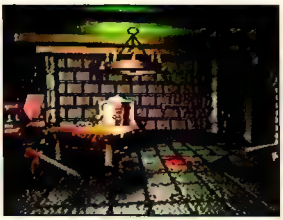
Dragon Tales

3DO	RPG

Still in progress, Dragon Tales is a first-person RPG where you delve into the dark secrets of a foreboding dungeon. The gameplay is similar to Wolfenstein 3-D but the interaction and graphic features beat out anything ever seen before.

Walk through the dungeon and see it scale and scroll around you. Manipulate objects found in the many corridors and see if you can solve the mysteries of the labyrinth.

Dragon Tales should prove to be an exciting title for 3DO.



Software Toolworks

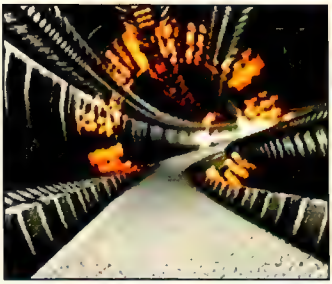
Mega Race

3DO	Driving

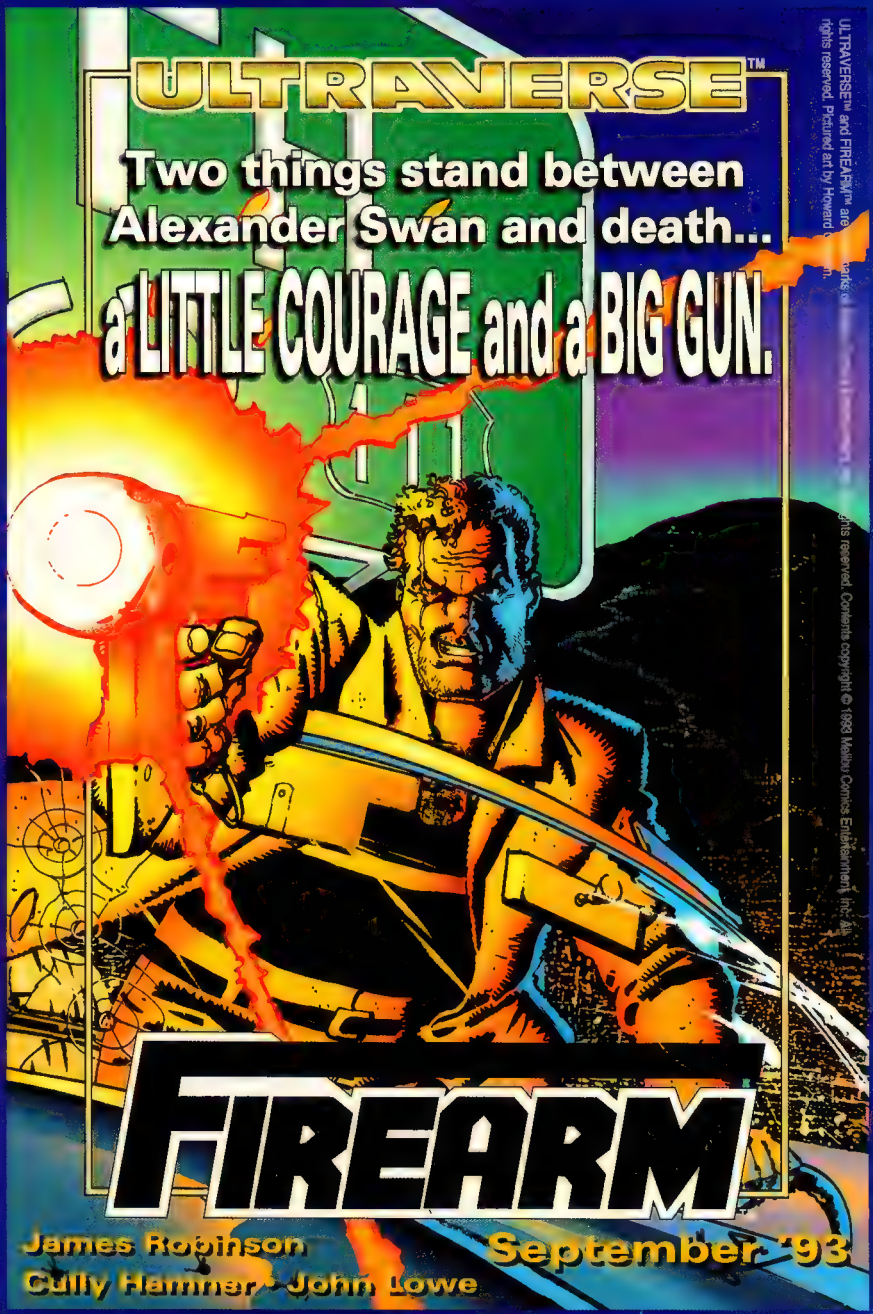


Software Toolworks is in the process of making a high speed racing adventure for the the 3DO. As can be expected, the graphics will be top notch and very arcade-like. Guide your car through a series of tracks that range from tubes under the water to a track through a megapolis.

Mega Race is still very early in development, but from what we've seen, it's very impressive. The levels are unequaled in terms of realism. Mega Race should turn quite a few heads when it comes out.



See page 165 for details on how to enter our exclusive 3DO contest.


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Screen shots shown are from the Super NES version of the game.

The Addams Family™

The name of the game

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Ocean of America, Inc.
1855 O'Toole Ave., Suite D-102
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Nintendo ENTERTAINMENT SYSTEM®

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